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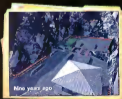
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# GOLDENEYE™

AS JAMES BOND, AGENT 007, YOU MUST STOP THE MYSTERIOUS TERRORIST KNOWN AS JANUS FROM USING THE DEADLY GOLDENEYE SATELLITE TO BLACKMAIL THE WORLD. WE HAVE A TOP SECRET FILE CRAMMED WITH MAPS AND TIPS FOR COMPLETING EVERY MISSION ON EVERY DIFFICULTY LEVEL. FOR ENGLAND, JAMES.



PG

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Volume 99 August 1997

## MULTI RACING CHAMPIONSHIP



We took Owen's Multi Racing Championship for a supremely smooth test drive, and now it's your turn to get behind the wheel of the most exciting racing game yet for the N64. Shift into high gear with eight groups of new racers plus six new course maps from the Nintendo Power pit crew. You'll swear you can feel the rumble and throb of 580 horsepower beneath your fingertips!

P. 30

## STARFOX 64

Even if you've won the final battle against Andross, the war is not over yet! Our top military strategists have come up with mission plans that will help you score hit points and gold medals in every stage of Star Fox 64. Not only will you be a decorated war hero, but you'll also enable a hidden extra mode with tougher missions and new Vs. Mode features.



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## TETRAISPHERE

If you're looking for a fresh challenge, you've come to the right place. Tetraisphere's 3-D puzzles will test your physical and mental skills to their limits. Our expert puzzle master will give you everything you need to fix, tip and track your way to Tetraisphere success—but we still can't guarantee the 1 pie won't have crumbled along the way!



P. 51

# PLAYER'S PULSE

One issue and counting! In September, we'll celebrate the 100th issue of *Nintendo Power*, and we want to know what you'd like to see in our next 100 issues. Send us your ideas—maybe you could become a part of NP history by having your letter featured in #119!



Justin Peonney • Editor, Indiana

## More Ideas for Volume 100

Your 100th issue should include the most famous games—not just N64 ones. Put in the NES classics—they were awesome, but everyone forgot the magic they brought. Also, add tips for those games, so everyone can experience the precious moments they bring. I think you should make all those games for the N64. Then, people who didn't experience the magic could. Don't be concerned with the future, but the past.

**Zoe Kassock**  
Via the Internet

In *Arena* in the 100th issue, I think you should choose a Nintendo "dream team" by listing the names of people who have posted some of the most extraordinary times and scores ever. You should have a feature on the best Classified information of all time, and feature some of the best and funniest letters you've published in *Player's Pulse*.

**Phil King**  
Via the Internet

Here is another idea for the 100th issue: You should have a lot more Insider Update.

**Zoe Delaney**  
Via the Internet

Your 100th issue of *Nintendo Power* should have a gold cover with silver pages, and every consonant should be intricately carved in ruby and every vowel carved in emerald. A \$100,000 bill should be tucked in every page. Now, what should the first place prize for the *Player's Poll* Contest be?

**J. Coates**  
Via the Internet

How about awarding the winner your secret personal identification number and access to your bank account?

I have the perfect idea for the 100th issue of *Nintendo Power*: Inside should be this massive review on all

Nintendo games. You should grade each game and give a short little write-up. Codes and passwords would fill the magazine. That would make the perfect issue!

**Kyle Boyce**  
Fulton, NY

## Issue 100 Ideas:

1. Scratch and sniff page: Help us increase game play: While playing *Super Mario 64*, take a whiff of what Mario's feet would smell like after that long jog through the desert.
2. Did anyone stay sticker?
3. Embossed foil stamped cover of *Metroid*.
4. Character air freshener—best for car, office and home.
5. Pop-up page: Imagine flipping through the mag and Mario pops up right in your own living room.
6. 3-D glasses—the kind that give you a migraine. We could view Mario menacingly throwing the baby poogan over a cliff—all in 3-D.
7. A section called "How to Draw" (snicker).

**Tyler Thomson**  
Via the Internet

First, let me tell you I am very excited about the 100th issue coming soon (just as other NP lovers wait anxiously for the 100th issue). You've done

a great job and have come far since the first issue of *Nintendo Power*. Much credit needs to be given to you guys and gals at Nintendo. Now, for the 100th issue, you should have a section featuring a few of the online NGA people like Amy J., Travis W., Dan O. and Kent!

**Heather Cattles**  
Via the Internet

Here are my suggestions for issue 100: Include a free tip guide with every tip from Counselors' Corner and Classified Information. Create an *Arena* challenge for a classic game. My recommendations: reach *Cover of the Legend of Zelda* without using the sword or mag. And, give a list of the highest letter scores you've ever received in *Arena*. Since *Tennis* has probably been played more than any other game, it would be nice to know what the highest scores are.

**Gregory Agaw**  
Fort Washington, NY

Well, one more idea: My brother and I are CRAAZZY about the *Nintendo 64*, and I would like you to put in every code possible for the 100th issue. I wonder if you could make a contest with a grand prize of an N64, because I know that there are people out there who read

**Francis Reinga** • Chicago, Illinois



Background Art: Anthony Florio • Biddle Grove, Ohio





you magazine but don't own N64s. I know that it's torture for them to see how good and fun these games look, especially Space Station: Silicon Valley. I plan on getting it the second it comes out.

**Scott Davis**  
Via the Internet

Hey! I think that in your 100th issue, you should do a salute to everyone's favorite dinosaur, Yoshi! You should do a Yoshi comic, Yoshi magic eye pictures and tons of other Yoshi stuff!!!

**Josee Atkinson**  
Via the Internet

Whew! For a second there, Josee, we thought you were talking about Barney! A dino-size if that's to everyone for their spectacular suggestions on our 100th issue, and we hope that you can wait one more month until our super centennial!

**Idea Power**

I have a great idea for Nintendo Power magazine. How about a section highlighting games who have come up with their own ideas for characters in tournament games, like Mortal Kombat, or who have made up their own adventure or RPG concept?

**Catherine Hatley**  
Nairobi, Kenya

**The End as We Know It**  
is response to Joe Mackie's letter in Volume 97 regard-

the end credits let you know who helped you have all that fun. Yes, Joe, the N64 is a gift from above, and the N64 endings are awesome.

**Michael McCarley**  
Trenton, OH

**Luke Answorth • Atari, New York**



ing bad endings, I agree 100%. I think you all do a great job, but I think you could try to make our game-playing hours more satisfying by supplying a good ending.

**Lee Peck**  
Via the Internet

Joe Mackie is very wrong. The N64 endings are great! The cake baking in the ending of Super Mario 64 would be a bad ending, if that was the entire ending, but it's not. The princess talked, and I've never heard her talk before. The graphics were a great showing of what the N64 can do. In Mario Kart 64, the shots of the raceways were cool, and so was Mario talking at the end with the castle in the background. With some of the other endings, like PilotWings 64,

if there was no plot, what would be the point of playing the game? Certain plots are the same thing over and over again (Mario, ahem). Mario has now basically turned into a slightly different version of



Jeffrey Angerer • *Atari*, *Amiga*, *PlayStation*

**Alan Answorth • Atari, Atlanta**



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# POWER CHARTS

Link and Mario have enjoyed quite a winning streak on top of the Power Charts. Will their good fortunes like them well just Volume 100, or will Nintendo Power's controversial mark a time of chaos? It's all up to you, so be sure to vote for filling out the Player's Poll Card and sending it in to us!

## NINTENDO 64 TOP 10



Mario Kart gets back on track to top up four spots and recaptures the pole position. Following into its stroke screen, GoldenEye steadily sneaks in at number seven to shake Led Zeppelin off the N64 Power Charts.



RANK	TITLE	COMPANY	LAST	WEEKS
1	MARIO KART 64	NINTENDO	5	8
2	SUPER MARIO 64	NINTENDO	1	17
3	TURBO: DINOSAUR HUNTER	ACCLAIM	2	7
4	STAR WARS: SHADOWS OF THE EMPIRE	NINTENDO	3	17
5	BLAST CORPS	NINTENDO	4	3
6	STAR FOX 64	NINTENDO	6	3
7	GOLDENEYE	NINTENDO	—	8
8	DDTM 64	MIDWAY	8	3
9	CRUIS'N USA	NINTENDO	7	8
10	HAVE A RACE 64	NINTENDO	9	11

## SUPER NES TOP 10



While Link still holds on to the top spot, Mario and the Kong clan don't rate the rest of the Super NES Power Charts, each with three games to their credit near the top ten.



1	THE LEGEND OF ZELDA: A LINK TO THE PAST	NINTENDO	1	66
2	SUPER MARIO RPG	NINTENDO	3	26
3	DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST	NINTENDO	2	19
4	FINAL FANTASY III	SQUARE	5	32
5	CHRONO TRIGGER	SQUARE	7	25
6	DONKEY KONG COUNTRY 2: DIDDY KONG'S QUEST	NINTENDO	8	28
7	SUPER MARIO KART	NINTENDO	4	52
8	DONKEY KONG COUNTRY	NINTENDO	6	24
9	SUPER MARIO WORLD 2: YOSHIS ISLAND	NINTENDO	—	22
10	SUPER METROID	NINTENDO	9	40

## GAME BOY TOP 5



In recent months, Zelda, Tetris and Donkey Kong 1 and games have monopolized the top five, but this month, the Super Mario Land games' special last shot at glory before we ring in Volume 100.



1	THE LEGEND OF ZELDA: LINK'S AWAKENING	NINTENDO	1	52
2	DONKEY KONG LAND 2	NINTENDO	2	12
3	SUPER MARIO LAND 2: THE GOLDEN COIN	NINTENDO	—	57
4	DONKEY KONG LAND	NINTENDO	—	31
5	MARIO LAND: SUPER MARIO LAND 2	NINTENDO	—	26

1. ZELDA 64 (N64)
2. NINTENDO 64 DISK DRIVE
3. STAR FOX 64 (N64)
4. EARTHBOUND 64 (N64)
5. YDSM'S ISLAND 64 (N64)
6. NINTENDO 64
7. CLAY FIGHTER 63 1/2 (N64)
8. MARIO KART 64 (N64)
9. TURBO: DINOSAUR HUNTER (N64)
10. SUPER MARIO 64 (N64)

# MOST WANTED

## LETTERS, CONTINUED...

the Road Runner Playing Super Mario 64 is like watching a tired episode where Bowser (Wyle J. Coyote) once again tries to capture Peach (the Road Runner). What about royal castle security? Is this at Buckingham Palace—dress up as a huge turtle, then try to take Lady Di from her bedroom. Fat chance. Why isn't Peach installing security? Now, if you'll excuse me, I think the Road Runner is on.

**Andrew Hruscak**

**Saskatoon, Saskatchewan**

*Beep! Beep! Loo* an Acme Jet Pack-Wildskate-Axele Launcher, the debate on whether game endings are stellar or not continues to explode. Let us know how you feel about the endings—are they the perfect payoff for hours of game play or are they a lame letdown?

### Phone Friends

In Nintendo Power, you have made a big deal out of the Internet and Game Counselor services you provide. However, I don't believe any credit has been given to the main Nintendo phone service (1-800-255-3700). You can call it nearly any time during the day for helpful information on hooking up a system, troubleshooting, subscriptions and other things, and it's toll-free. When I got Super Mario 64, its load rones sounded very buzzy. I called us, and, after a little wait, a real helpful guy helped me out. He gave me advice and stayed on the line until I was sure the system and game were perfect. I believe Nintendo has great quality assurance, its operators make sure of it, and that Nintendo is the best!

**Steven Barrett**  
Rochester, NY

## Rumbling Across America

To celebrate the launch of Star Fox 64, Team Nintendo rolled out in a van equipped with loads of NG4s and new games to preview: The van set out on a cross-country road trip to introduce the U.S. to the Rumble Pak and Fox McCloud's latest mission. The van rumbled from Seattle to Salt Lake City, Denver, Kansas City, Minneapolis-St. Paul, Chicago, Columbus, Philadelphia, and Charlotte before finally reaching its destination at E3 in Atlanta. Along the way, news media and lucky gamers from area Boys' and Girls' Clubs got the opportunity to try out the game before it hit the shelves. Dark Rift, Astro Fighter Assault, Hecron, Extreme G, and San Francisco Rush were also on hand for test drives.



After hitting the road, Team Nintendo's Thom Lombardi exclaimed, "We know it's a good video game when you forget to blink your eyes!"

### To Err is Human

In *Nobody's perfect*, and in *Volume 97* we made a few goals. We erroneously mentioned on the cover that we would be featuring Blast Corps strategies inside. We got a little ahead of ourselves, because the Blast Corps expert strategies actually appeared in the following month's issue. In Classified Information, the Power Special

for NBA Hang Time is a code for the Super NES, not the NES. On page 71, Mega Man X3 is actually covered in the *Volume 88* edition of Counselor's Corner, rather than in *Volume 96*. Finally, in our Clay Fighter 63 1/2 review, we displayed the wrong screen shots for Bogomir's Hop Attack (← + ↑). Here's how it should really look:



## WRITE AWAY RIGHT AWAY!

Can you feel the excitement? We can hardly wait to unleash *Volume 100* on you next month. If you're as excited as we are, let some of that exaltation out and write us—it's your last chance to sound off before the landmark event powers up!

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THE NAME IS BOND. JAMES BOND.

# GOLDENEYE™

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This month Nintendo and Rare present GoldenEye, a Rumble-Pak enhanced movie based, 3-D action thriller that will redefine the quality gamers expect from first-person perspective games. Plug in your Rumble Pak and crank up the soundtrack—the tactile feedback from your controller will leave you shaken, and GoldenEye's breathtaking suspense will have you stirred.



The Cold War is over, but new foes are taking control of the former Soviet Union's weapons-of-mass-destruction. One such device is the GoldenEye Satellite, a space weapon capable of delivering a devastating electromagnetic pulse over a battlefield or city. Now a mysterious underworld figure has stolen the computerized control cards for the GoldenEye Satellite, and it's up to James Bond, British Secret Agent 007, to end the global crisis. But before Bond can make the world safe for future generations, he must solve the mysteries of his past, beginning with the untimely demise of his friend and equal, Alex Trevelyan, British Secret Agent 006.



## CAMERA'S ROLLING... ACTION 007

From exciting, action-packed cinematic sequences to Moody Norman's famous James Bond theme music, GoldenEye has all the elements to make you feel like you're the leading man in a major motion picture. The animation sequences also serve a double purpose—these scenes contain vital clues that will assist you in meeting your mission objectives.



James Bond's boat, Moscow, Russia



Nine years ago

## SUAVE AND SOPHISTICATED 007

Being a secret agent means you're in the intelligence business—you're required to use an equal measure of brawn with your brawn. Many mission objectives involve breaking into computer systems or locating and identifying allies that can assist you in your cause, which mirrors the high-tech intelligence found throughout the movie.

Bond: It appears that we are cellmates.



Mikhail General Oranov is our traitor.



Most first-person perspective games involve blasting everything in sight—but GoldenEye is a different breed. As a larger player in our field, you'll need to think beyond your usual arsenal. You'll need to locate allies or hack into computer systems. If you need a little assistance, you'll need to find the right combination of your resources will be a failure.

# TOOLS OF THE TRADE 007<sup>™</sup>

GoldenEye is packed with guns and gadgets. While many first-person games focus on creating carnage, the developers at Rare added lots of clever devices, and players are rewarded for choosing the appropriate tool for a given situation. There's usually more than one way to complete a mission, and if players use their brains, they might find easy ways out of their predicaments.



## GADGETS

Explosives in the Information Age have changed significantly since the days of Dr. No. While 007 still carries his micro-cop camera, most of his new equipment includes covert radios, laser decoders, automatic bomb defusers and high-speed data copying devices.



## PISTOLS

Pistols are easy to conceal, making them the primary weapons for most missions. Some handguns are also fitted with silencers and are ideal for covert assignments. Other pistols have tremendous power and are capable of living through doors and fire barriers.



## AUTOMATIC WEAPONS

The game features a massive arsenal of automatic weapons with various rates of fire. While these weapons are effective for halting large groups of enemies at bay, most automatics will recoil slightly, throwing off your aim in your fire repeatedly.



## EXPLOSIVES

GoldenEye is filled with volatile explosives ranging from grenades and plastic explosives to three variations of special-of-steel. All mines have adhesive bases that attach to almost any kind of surface you'll find in the game. Remote mines are activated by a detonator you carry on your watch, but timed mines have a five-second fuse, so you must place them and run for cover. Proximity mines explode when they sense motion—remember when you place them so you don't stumble into your own trap.



## SPECIAL WEAPONS

GoldenEye has a couple of fancy weapons you can easily use early in your handy Watch List. There are other special weapons hidden in crates and alcoves throughout the game. If you're resourceful, you'll find that these devices have multiple applications.

# ALL THE DETAILS IN BRIEFS 007<sup>™</sup>

## BRIEFING

Each assignment in the Mission Game begins with the review of six or seven pages in a dossier stuffed with confidential information from MI6. The first file always outlines your assignment's primary objectives. You cannot continue to the next mission until you complete the primary objectives and get out of the scenario alive. The other files contain brief summaries of the situation and notes from your meetings or conversations with M, Q and Moneypenny.



It will brief you on your mission and give you detailed background information outlining the key objectives necessary for fulfilling your assignment.

## BRANCH



It always has a tip or two on how to use the gadgets in the field. You'll receive special tools to use on certain missions. Try to return them in one piece.

## OBJECTIVES



The number of objectives on a mission increases when you pick a higher difficulty level. The most common objective is to minimize civilian casualties.

## THREE LEVELS OF THRILLS 007

GoldenEye has three difficulty levels: Agent, Secret Agent, and 00 Agent. While most first-person games make their difficulty levels harder by progressively weakening your character, GoldenEye's most challenging levels have increased assignments. For example, in Servernaya's Surface Mission, beginning agents must complete one objective, 00 Agents must sneak around and execute five times as many assignments before they're allowed to move on to the next assignment.



AGENT



SECRET AGENT



00 AGENT



## MULTIPLAYER MAYHEM 007

You can shoot it out with up to three other players in GoldenEye's Multiplayer Mode, just like Bond and Scaramanga did in *The Man with the Golden Gun*. Multiplayer Mode has a varied assortment of arenas and characters featured in GoldenEye and other 007 movies. You'll find additional hidden agents and arenas as you complete GoldenEye's Mission Mode at different difficulty levels.

### SCENARIOS

Players can select from eight multiplayer scenarios including a seven-five-death fist, five-for-all, and variations of two on two, three-on-one, and two-on-one team play. There is also special matches such as *The Dirty Line* twice, where players have only two lives. *The Man with the Golden Gun*, where the player with the Golden Gun can defeat enemies with a single shot. Like used to be, where every hit is lethal, and *The Living Daylights*, where the winner is the player who carries the flag the longest.



### CHARACTERS

Players can also choose to assume one of eight different personalities from the GoldenEye movie in a multiplayer contest. But you'll find more characters as you finish the various difficulty levels in the Mission Mode. There are a total of four additional hidden characters, so depending on how far you progress in your missions, you could choose from a dozen different characters.



### AREAS



When you first start playing GoldenEye, you can choose between nine different multiplayer arenas, but as you progress through the levels in the Mission Mode, you'll eventually earn access to two special areas, including a secret arena you won't find until you complete all of the missions as a 00 Agent. The arenas in each multiplayer arena vary in complexity, but victory often depends on how familiar you are with your environment.

# MISSION 1: ARKANGELSK 007<sup>™</sup> DAM

007's odyssey begins nine years ago, at the Soviet controlled chemical weapons facility in Arkangelsk, U.S.S.R. The nerve gas produced here has turned up in the hands of international terrorists. Infiltrate the facility through a vent in the Byelomorsk Dam.

## Q BRANCH

We need to begin the shipping contracts for the chemical weapons supply, so I want you to attack the control room on the cable next to the facility's satellite dish. The medium automatically activates when you attach it to the base near the computer monitor. We'll get a copy of everything they transmit, including the terrorist gook's location.



## REPROGRAMME ALL ALARMS

Byelomorsk has four alarm stations. The first one is located in the main control room. The other stations are on the dam. Use the satellite to take out the remote base each alarm.



## INSTALL COVERT MOBILE



Directly beneath the facility's satellite dish is an weather vane for a mobile. This is the only place where it is impossible to find from the chance of being seen. Install the mobile in your Covert Mobile and attach it near the monitor.

## INTERCEPT DATA BACKUP

Off-site data backup initiated.



This is the most dangerous part of the mission. Infiltrate the dam through one of the three lower basements and work your way along the corridor to the computer center. Some of the crates in the hallway contain explosives, so try taking out the guards from a distance by destroying the boxes. The center's mainframe computer has the data files.

## BUNGEE JUMP FROM PLUMBING

The bungee jump off the plumb line at Byelomorsk Dam is automatic on all three agent safes. Stop off the plumb line after you've completed your objectives and watch the automatic sequence showing how making the jump is to help out the dam.



# MISSION 1: ARKANGELSK 007<sup>™</sup> FACILITY

After the bungee jump, 007 scrambles inside a small vent connected to the Arkangelsk Facility. The chemical weapons factory is teeming with scientists and military personnel, and there's double agent hiding in one of the labs. Bond must get the door disarmed from the spy so he can link up with his trusted ally, Agent 006.

## Q BRANCH

The grating you've removed allows you to see in the lab chemical weapons storage tanks. These tanks have radioactive hoses and activate as soon as they're attached to any surface. Your search is the objective. Attach all five hoses so they face another tank before you disarm a charge.



## GAIN ENTRY TO LABORATORY AREA

These computer rooms control remote access doors connected to the Laboratory. All of the computer rooms are protected, and it's impossible to manipulate the software without doing collateral damage to the gear controls.



## AGENT OBJECTIVES

AGENT  
SECRET AGENT  
00 AGENT





### CONTACT DOUBLE AGENT

Dr. Desk is wandering randomly about the labs in the facility. He'll recognize you and will give you a clear decoder when you make contact. You'll use the decoder as the aerial door leading to the chemical weapons bottling room.



### RENDEZVOUS WITH 006

Near follows agent. Also, Tronkyan, is waiting for you inside the chemical weapons bottling room. Talk to Alice until she gives you the jet. Your mission objective is to reassemble. Then you'll place the remote charges on the storage tanks.



### DESTROY THE BOTTLING ROOM TANKS

You have five remote mines to use on ten storage tanks. The only way to complete the job is to place the charges on each tank so they face an adjacent tank. Since you plant a mine, there's no way to remove it, so do the job right the first time.



### FIND THE PLANE'S IGNITION KEY

The plane's ignition key is in the stack on the left side of the loading desk. Use a grenade or two to neutralize the security force guarding the office, then match the key on the desk and sprint to the tank parked on the right side of the runway.



## MISSION 1: ARKANGELSK 007<sup>™</sup> RUNWAY

Board a plane to catch. Of course, there are the small matters of attending to the endless troops, neutralizing the heavy runway defenses and strafing the only aircraft around for several thousand kilometers.

### Q BRANCH

No fancy gadget can now top improvisation, 007. Good thing you spent that week in Heavy Armor Tutorial Training Camp—show us what you learned by running that tank and wiping out the runway defenses.



### DESTROY THE HEAVY GUNS



There are three heavy guns in the bunkers surrounding the runway. Use one or two grenades to neutralize them or the tank's main gun to wipe out these hardened defenses. If you decide to drive the tank, remember that the turret gun can rotate and dispatch any threats running up behind you.

### ESCAPE IN PLANE

Now is clear for take off if you have the plane's ignition key and you've eliminated the heavy weapons. Stand behind the plane's left door and face toward the prop, then open the door. Enemy troops will destroy the plane if you proceed.



### ELIMINATE MISSILE BATTERY

This sleek missile battery won't swing into action until you take to the skies and then it will be top-ten to destroy it. Grenades, remote mines or tank shells will knock this weapon out of commission.



## MISSION 2: SEVERNAYA

## 007 SURFACE

Five years after the Arkhangelsk Mission, Bond is ordered to investigate the secret Severnaya installation on the Siberian tundra. General Osovnikov may be using the old observatory complex as a cover for his Soviet space weapons control center.

## Q BRANCH

This is standard issue: a view rifle with infrared, HUD, I don't know your controller controller, but you can press the Aim button to look through the scope. There's an added feature—press the top Look button or your controller to zoom the cross hairs in on your target.



## POWER DOWN THE COMMUNICATIONS DISH



While it's fun to play out and mess with the Sibirian Special Forces units patrolling the complex, sooner or later those elite troops are going to figure out when they're up against you and call for assistance. Make tracks for the satellite dish and power down the communications computer. The computer does have a secondary system, so make sure you turn it off instead of blowing it up.



## GRAB THE SAFE KEY

A Sibirian Special Forces officer is a warning, but near the dish has a large key. This key unlocks the door to the hut you passed when you started the Severnaya assignment. Take the key from the officer, grab the grenade launcher, and return to the locked hut to get the safe key.



## STEAL THE BUILDING PLANS



Next to the old observatory are two huts surrounded by a chain-link fence. To reach the huts and use the key on the safe, hold on the safe use the plans for the space weapons center. By this time the Sibirian Special Forces units are closing in on you. Use the grenade launcher and the major rifle to crush their resolve.



## MISSION 2: SEVERNAYA

## 007 BUNKER

While the space weapons control center is still under construction, the Gridlock satellite tracking computers are fully operational. Bond must copy the computer files and get the information back to London.

## Q BRANCH

Since you're more deficient at cracking levels than passwords, I've created this handy Data Print for overriding computer security systems. All you have to do is plug it into the redwireframe computer.



## DISRUPT ALL SECURITY DEVICES

There are four security cameras in the bunker. Disable the two cameras next to the rear entrance number or they'll sound the alarm and end your mission in a matter of seconds. The boss has an elite security force that will re-route intruders spotted by the cameras.



## MISSION 3: KIRGHIZISTAN

## 007 LAUNCH SILO

Seven years after the Arkangel mission, the Soviet Union is beginning to crumble. MI6 is concerned that the test firings at the Kirghizistan Launch Silo may be outside the control of the former Soviet powers. Your first task is to copy the missile launch data and destroy the silo.

## Q BRANCH

If you're going to use a trade mission, explosives are the means of choice. Place the charges on the fuel rooms. These are the agents' chambers with the scientists and the computers.



## PLANT BOMBS IN FUEL ROOMS



There are explosives already set in the silo, but additional plastic charges will obliterate all traces of the GoldenEye Satellite assembly program. Place the explosives on the walls inside the open rooms containing over pipes.

## PHOTOGRAPH SATELLITE

This GoldenEye satellite won't be getting off the ground. Steep a picture of it for the folks back in the London Office, then sprint for the exit. If you're not playing in Full Motion, you'll find Body Armor resting on top of a crate behind the satellite.



The GoldenEye satellite data is on a DVD tape. You'll find the cassette in a scientist's pocket where researchers are working on a rocket drive case. If you haven't disrupted the room, the scientist will be standing just to the right of the entrance.

## COPY GOLDENEYE KEY AND LEAVE ORIGINAL



It gives you a fancy little device with a Key Analyzer inside it. This device is capable of copying all formats of electronic keys used throughout the world. Make a copy of the GoldenEye Key with the Key Analyzer; then return the original to General Darrovy. You won't get away and re-configure the computer's security system.

## RETRIEVE SATELLITE CIRCUITRY

There are four satellite circuit boards in the first room. You'll find two in the first room; the other two board in each of the next two rooms. The character lacking the GoldenEye satellite data will have a circuit board. If you treat the scientists humanely, they'll surrender their keys.



## DOWNLOAD DATA FROM COMPUTER

Boris is willing to activate the satellite, but he'll cut off the base along a plane of cracking. You have a list of all the passwords for the Data Thief on the main computer before breaking all the security guards that will change through the data. You can see when the game tells you the digital database is downloaded.



## GET PERSONNEL TO ACTIVATE COMPUTER

There's a techie named Boris wandering around the control center. If you don't scare him, you might be able to persuade Boris to activate the mainframe so you can download the tracking data. But be careful—this weasel might have a trick or two in his pocket protector.

## PHOTOGRAPH MAIN VIDEO SCREEN

If a picture is worth a thousand words, a photograph of the GoldenEye Satellite Tracking screen is certainly worth a nice byte of information. You'll have captured a lot of trouble if you drop a picture of the screen before copying the GoldenEye key or downloading the satellite data.



## MISSION 4: MONTE CARLO 007 FRIGATE

It's not the present. A demonstration of a stealth helicopter has turned into a hostage situation aboard a French frigate. James Bond must remedy the situation by freeing the hostages and defusing the bombs planted on the ship's bridge and engine room.



### Q BRANCH

We suspect that the hostage situation is ruse to cover the theft of the stealth helicopter. Plant the tracking bug on the helicopter before it leaves. Don't let Bond's bomb defuser get in our way. Use one of the explosives planted on the frigate.



### RESCUE HOSTAGES

The hostage rescue is the in-focus part of your mission, especially when you're trying to save the captain (assault) by these terrorists on the bridge. To successfully complete your assignment, you must rescue two of the six crew members on the frigate. The terrorists will ensure their hostages the moment they see you. Use your scanner and try to exterminate each threat with a single shot.



### AGENT OBJECTIVES

AGENT  
SEC-IT  
AGENT  
GG-AGENT

### DISARM BRIDGE AND ENGINE ROOM BOMBS

The bomb defuser will automatically disarm a bomb when you stand directly in front of the explosion. The terrorists on the bridge and inside the engine room will detonate the bombs if you engage them in a prolonged fire fight. Use a BSS equipped with a silencer to neutralize the hostiles before you attempt to disarm a bomb.



## MISSION 5: SEVERNAYA 007 SURFACE

Bond is back in Severnaya four years after his first visit. Construction on the Gelicrystic base is complete and the elite security forces now carry a thermal imaging system that can pinpoint intruders. Bond must hurry to complete his assignment.

### Q BRANCH

You have to neutralize a specialist support helicopter waiting next to the hangar. This specialist explosive should do the job. It's a standard mine modified with a two-second delay fuse. Throw the mine at the helicopter and run behind the ridge of the hangar.



### DISRUPT ALL SURVEILLANCE EQUIPMENT

Your last visit to Severnaya prompted base security to install four surveillance cameras. You'll find three of them attached to the warning nets. The fourth camera is above the airway inside the Communications Dish building. The hardest part of this assignment is traveling and destroying the cameras before they spot you.



## PLANT TRACKING DEVICE ON HELICOPTER

The helicopter won't fly off until you place the tracking device on the La Fayette's rotor blades. You'll observe the tracking device at any time using your security camera from inside the dome. From here,



later, a guard is ordered to steal exit to the helicopter and risk exposure to external cameras. Since this is an easy objective to complete, your yearning comes from planting the device before escaping the hostages.



## RECOVER CCTV TAPE

MI6 will be the leading clock of the information constantly if the closed circuit television tape documenting your capture goes out. The tape is on the table in the room next to the ventilation shaft.



## RECOVER GOLDENEYE OPS MANUAL

The GoldenEye Operations Manual is locked in a safe with your gun. One of the guards near the ventilation shaft is carrying the safe key. MI6 needs the manual to reconfigure the satellite's encrypted codes.

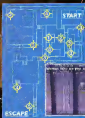


## BREAK BUNKER COMMUNICATIONS LINK

You've completed this assignment before, but a guard is a steady hot new line the key to the communications room. Destroy the computer and security can't reactivate the system.



# MISSION 5: SEVERNAYA 007<sup>th</sup> BUNKER



Don't gamble on risking capture; pay off. Not only does he infiltrate the bunker, but 007 may find the sole survivor of the raid on Severnaya. James can't confirm this until he compares the casualty and staff lists and escapes with the survivor.

## Q BRANCH

If you're not in some corner of the world raising government property, you're surrendering it to the opposition. Obviously, 007, I don't know what to say other than try using your wits to break out of there.

## COMPARE STAFF/CASUALTY LIST



The staff list is in a manila envelope on a table. A guard in the storage room has the casualty list. You'll need both documents to verify that Natalya is the person you're looking for.



## DISABLE SECURITY CAMERAS



Severnaya's crack security forces will make your mission nearly impossible to accomplish if you're spotted by any of their covert security cameras. Disable the cameras before security has a chance to see you.



## RECOVER VITAMIN SUPPLIES

Natalya will follow you through the bunker, but she doesn't have any critical items. Try to keep her behind you at all times. The guards won't try to shoot her unless she blocks their line of sight.



## DISABLE THE SPYTRONIX SUPPLY WAREHOUSE

The Spynet in Spaced Forces units are sipping at your heels. The last thing you need is a supply warehouse snatched away by an Attack your target was to the helicopter and die for refuge in the nearest safe-hill. You might get lucky and catch your survivors in the field.



## GET INSIDE THE BUNKER

If you're not at your mission objectives, stop the door and enter the Severnaya Bunker. Inside the room is expecting you, but allowing yourself to be captured is the only way you can gather more information and persuade Natalya Shasheen to join your cause.



## MISSION 6: ST. PETERSBURG

# 007<sup>®</sup> STATUE PARK

The tracking device on the helicopter you've been destroyed. Not only has the helicopter vanished, but Natalya Skovronova has disappeared too. Fresh off a class of an assassin-to-kill mission, you have to meet a mysterious underworld weapons dealer named Jones. Perhaps 007 can find new leads in the forbidding, dark lanes of St. Petersburg's mysterious graveyard.

### Q BRANCH

No games for this mission, old boy. We'll have to rely on your marksmanship and savvy. I understand that those Russian arms dealers are being chased the latest in extensive shoptags. While the gun design is nothing new, we'd like to have one in our collection here at Q Branch. If you come across one, do try to bring it back in one piece.

**James:** Put the gun away. It's useless to think I haven't anticipated your every move.



### CONTACT VALENTIN

M has assigned you a tag for Bond with Valentin Zolovskiy, a former KGB agent, inside an abandoned cargo container in Statue Park. Subtly as he is in contact with James, he'll give you directions to the road across paths. There are two nearby destinations in the park—ways to either end the uber in contact with M. Valentin is waiting for you inside the open door of the rusted shipping crate.



**Valentin:** How I miss you... but surely the end is here and I fear they may arrive too late for a hand.

### CONFRONT AND UNMASK JAMES

Valentin tells you to meet James beneath the statue of Lenin in the center of the park, but he doesn't tell you about the new friend's extreme paranoia. If you approach the statue with your weapon drawn, James will call off the manning. He'll also order his men to fire if you attempt to walk toward his table he's talking about the helicopter.



**Valentin:** See, double zero... watch your back.

### LOCATE HELICOPTER

While you were waiting in the shadow of Lenin's statue, James had all the statue's heli-copter back at the gates where you entered the park. With the difficult task of finding your way back across Statue Park, discerning the ticking time bomb inside the heli-copter and saving Natalya.



### RESCUE NATALYA

Natalya is lying unconscious next to the stealth heli-copter. Apparently her captors assumed that the bomb's blast radius would spill her before the regulated her cause, so they didn't bother tying her up. It won't be long until she returns the favor. Besides, you'll be the headmaster about the combat in Meets Cade and James probably barely topped the timing mechanism. At least the heli-copter's light recorder will survive the blast. All you can do is wake Natalya up and order her to believe you talk because from the explosion.



#### AGENT OBJECTIVES

AGENT SECRET AGENT  
00 AGENT

### FIND THE FLIGHT RECORDER

The blast from the explosion shatters your stealth aircraft parts all over Statue Park, making it a tough task to find the yellow flight recorder box among the mass of blocks and shrapnel. Since the blast couldn't have destroyed it too far, you won't have to explore the entire park again.



007 **MILITARY ARCHIVES**

Arrested by Russian Defense Minister Mishkin, Bond and Natalya are now led to the interrogation rooms deep inside the Military Archives. Mishkin would like to believe 007's story, but Ourossov has framed Bond and Natalya, ruining their credibility. Escape is the only means of avoiding the general's death sentence. Bond must find Natalya and get out of the Military Archives before Ourossov can round up a firing squad.



## Q BRANCH

Customized again? How do you, 007, know? Below show you exactly how to get yourself out: these are the secrets. If you can't bring me back, I'll be on hand, at least try to retrieve the helicopter flight recorder box. We might be able to use the information to reconstruct the aircraft's flight path.

## ESCAPE FROM INTERROGATION ROOM



Round the left hand, what do you know about the clock of the Goldeneye?

Wear trusty sidemen is on the table is best of you. It's too bad that the name clip is lying on the floor on the opposite side of the table. If you know that, you might be able to coordinate the two interrogations in the room without taking a hit.



## FIND NATALYA



## ESCAPE WITH NATALYA

After you beat Defense Minister Mishkin, Natalya will mention something about escaping from the Military Archives through the fire exit windows. If you walk around the corner from where you spoke to the Defense Minister, you'll see three large, tall launch windows. Shoot the glass out of the windows and find Natalya down the alley.



Mishkin: Do you need the Black Box back the other helicopter?



Natalya is being held in a separate interrogation room on the second floor of the Archives building. Her captors will execute her if you hesitate and handle the surprise. Take out the guard standing directly behind her first.

## RECOVER THE HELICOPTER'S BLACK BOX

Deep in the basement of the archives, Defense Minister Mishkin is waiting for you by the table holding the flight recorder. This storage room is packed with explosive devices, so watch your aim as the vehicle's black box explodes. Mishkin does not know that General Ourossov is a traitor, and he'll show his faith in you by delaying the flight recorder.



MISSION 6: ST. PETERSBURG

007 **STREETS**

Natalya has been grabbed and forced into a waiting car by General Ourumov outside the military archives. Bond has no choice but to steal the nearest available vehicle and pursue the General. The narrow streets of St. Petersburg are packed with pedestrians and automobiles. Borrowing a nearby tank, Bond must cautiously give chase at the highest speed possible.

**Q** BRANCH

There's no time to give you gadgets here, but this situation remains one of that story you told me about the Chicago tank factory options this year in 1931. It seems that was back in the days of the Gold War when we had money to send you off to all these special facilities, like the Heavy Armor Tactical Training Course. Can you still drive a tank, 007?



**+** CHASE OURUMOV AND NATALYA

Caught in the center of the chaos, the citizens of St. Petersburg have abandoned their vehicles in the middle of the streets. You'll take damage if you ram your tank into, so drive around them or either them with the tank gun.



General Ourumov will evade until your gun or tank destroys his car. Destroy his car and you'll see the general through the city. At least the tanks won't have time to cancel the mess. Remove the obstacles with several shots from your tank gun.



At least now that you'll encounter guards with small arms, but in other areas of the city you'll find the agents equipped with anti-tank guns. Use your small rifle to neutralize these threats before they place you in their cross hairs.



**2** MINIMIZE CIVILIAN CASUALTIES

The local citizens are in a panic. The first time they see the tank panics in St. Petersburg was during the General War. While some civilians are running, they're moving the soldiers off the street, so you'll need to be careful. Destroy the cars. You'll have to give up the chase if you injure more than 1000 civilians.



AGENT OBJECTIVES

AGENT SECRET AGENT

SO AGENT

**3** CONTACT VALENTIN

Valentin is standing inside a building up a cornering alley near the Military Archives. The entire day might occur in a series of five, but if you talk to him, he'll delay General Ourumov and his army for some minutes. This is a worthwhile effort where you could or that you start the stage with hell that amount of time.

When I saw the car, but taking the get to a Soviet military depot out to town here.





## MISSION OF ST. PETERSBURG

## 007 DEPOT

Hot on Chruslov's tail, Bond chases the general into a dilapidated military rail depot. Valentin mentioned that this area was Janus's headquarters. The place is crawling with heavily armed troops. 007 can clean up the stealth helicopter forces if he steals the crucial blueprints from the crime syndicate, but first he needs to find Chruslov and save Natalya.

## Q BRANCH

Valentin just sent us an informative fax. 007 apparently Janus has a computer network consisting of files of stolen substances of MI6's best tools and weapons. If you destroy all the "production" systems, we won't have to worry about loss of our equipment falling into terrorist hands.



## LOCATE TREVELYAN'S TRAIN

The train won't depart from the station without you. It's parked outside the depot, the only two-story building in the stage. You must go up and look down the depot office stairs to reach the train. If you're having problems getting aboard, try to snag against the yellow and black caution stripes on the sliding doors.



## DESTROY ILLEGAL ARMS CACHE



Look for two large arms caches and a couple of smaller caches that include a wall of mirrors. These are three heavily armed soldiers guarding the weapons. You can dispatch the enemies one at a time in a breath of time, one at one of the corners lying on the floor. The resulting explosion will wipe out the entire area easily.

## DESTROY THE JANUS COMPUTER NETWORK



On the opposite side of the walled courtyard you'll find a warehouse filled with computers. The network is protected by an automated gun. Duck behind the metal crates and use the rocket launcher that you found in the crate to deactivate the gun. Destroy the mainframe and the projection screen to complete your objective.

## OBTAIN THE SAFE KEY

The safe key is lying on the left-hand table in front of the projection screen. If you're always located the room, it may be difficult to see the key among the debris. Use the key to recover the helicopter blueprints.



## RECOVER THE HELICOPTER BLUEPRINTS



The helicopter blueprints are locked inside a safe on the depot building's second floor. If you've packed up the key in the computer room, you won't have any problems eliminating the two enemies and grabbing the prize. If you've accomplished the other objectives, you can head to Janus's train waiting next to the building.



# MISSION 6: ST. PETERSBURG 007 TRAIN

Dumovce is holding Natalya at gunpoint at the front of Tsvetkov's personal train. Band must work his way through all of the carriages, disable the train's brakes and eliminate the General. The Jinx security force is on full alert, so this stage will be an explosive firefight.

## Q BRANCH

Considering your record for being captured, 007, I've a brief special mission for you. Watch it's a high powered, cut-out laser that's capable of hitting through stainless steel. Be sure to give it a shot during your next job thank.



## RESCUE NATALYA

Natalya is being held at gunpoint by General Dumovce in the front car of the train. Tsvetkov will challenge you to silence your target - will you save the girl or eliminate Aluc? You have a split second to take out the General.



## DISABLE THE BRAKE UNITS



Tsvetkov's armored train is equipped with a failsafe brake system. A safety feature on the train will automatically stop the train if the brakes malfunction. You can create a malfunction by disabling the brake units in each car.



Natalya: I'm coming, James!



## ESCAPE FROM THE TRAIN

While you've saved Natalya, Tsvetkov has you trapped inside the train. You have 300 seconds in your watch laser and 50 seconds to blast every metal plate welded to the escape hatch on the floor. Use the 100 lasers to win your lives.



## LOCATE THE JINX BASE AND CRACK BOND'S PASSWORD

Natalya will activate the train computer and track down the Jinx Base and Data while you're shooting at the floor. Run fast to prevent her by eliminating the Jinx Soldiers within 100 ticks of your next objective. Best win.

## AGENT OBJECTIVES

AGENT SECRET AGENT

AGENT

AGENT

AGENT

AGENT

AGENT

AGENT

AGENT

AGENT

## MISSION 7: CUBA

007<sup>™</sup> JUNGLE

Mr. Trowman knows that it's only a matter of time before Bond tracks him to Cuba, so he orders his men to set up traps throughout the jungle. Somewhere in the sticky darkness Kola Chaleppa has a sinister surprise waiting for 007.



## MISSION 7: CUBA

007<sup>™</sup> CONTROL CENTER

If Bond can get Natalya to the GoldenEye Control Centre, she may be able to reprogram the satellite so it will burn up in the earth's atmosphere. The real trick will be keeping her alive while she's breaking into the computer network.

## MISSION 7: CUBA

007<sup>™</sup> WATER CAVERNS

Trowman's secret satellite antenna is submerged beneath a lake. If Bond can demolish the lake's water pumps, the massive antenna will rise to the surface and the waiting U.S. Marines will know the exact location of the James base.



## MISSION 7: CUBA

007<sup>™</sup> ANTENNA CRADLE

Trowman has one last chance to manually reprogram the satellite antenna and order Chaleppa to attack London, but Bond is waiting for him near the cradle. Who will win this final confrontation? The satellite, the former Agent 006 and Agent 007?



## NEXT ISSUE: 100 BEST AMBUSHES!

The fun is far from over when you complete GoldenEye's Mission

Game, even on 00 Agent level. Do you have what it takes to defeat other players in arena combat? We will allow you learn about the 100 best ambush locations in all of GoldenEye's multiplayer arenas. Next month's issue will list the best hiding spots you'll need to know about in order to remain the agent with the Golden Gun.



# MISCHIEF MAKERS™

Here comes trouble! Mischief Makers, developed by Enix for Nintendo, is making a name for itself by being an import that's uncharacteristic of most N64 games—it's side-scrolling, pre-rendered (with very few polygons) manga action, plus it stars a female hero!





## MISCHIEF IN THE MAKING

If 3-D polygons are making you motion sick, then the pre-rendered sprites that Mischief Makers hurls at you will be a breath of fresh air. While most of Enix's games have been RPGs and adventures (Wonder Project J2, Open Battle and Robotrek), Mischief Makers will break over from Japan as a traditional action game. As in adventure games, the hero (Marina) gets to converse and interact with a wonderland of eccentric characters. However, these conversations don't add an adventure or RPG element to Mischief Makers—the text dialogues exist only to reveal the story or strategy. As the story gradually unfolds, a few polygons do pop up (and out in 3-D) to intermingle

with the rendered backgrounds. While some polygons act as merely window dressing to add depth to the detailed scenery, other polygons break out in the form of gigantic 3-D enemies or obstacles.

So what exactly was Enix up to developing Mischief Makers as a heavily pre-rendered side-scroller on the N64? Geopolitically, polygons wouldn't do justice to the game's Japanese anime and intricate landscapes. Moreover, with the N64's capabilities, the spare and efficient use of polygons sprinkled among the pre-rendered graphics puts a new spin on the tried-and-true, side-scrolling format to create more depth (and trouble) for Mischief Makers.



## THE TROUBLE WITH CLANCER

The game's mischief begins when

Professor Theo and his robotic personal assistant, Marina, Luteyears, visit the planet Clancer. Marina is a spunky, green-haired sprite invented by the brilliant Professor, and she valiantly strives to protect her creator. Cautiously, Marina makes him wait in their space ship until she scouts the planet and deems it safe for him.

Clancer is hardly a safe planet. The world is inhabited by spoils known as Clancers, who are divided into two opposing factions. Some Clancers have been persuaded to serve the power-hungry Evil Empire in its quest to rule the universe. The other faction consists of friendly Clancers who nicely do out an existence in the hopes that their ruler,

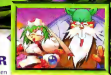
King Avar, will return and lead them in a revolt against the dark forces.

However, Marina has her own problems to worry about. While she is out scouting, the Evil Empire storms into her space ship and kidnaps the Professor. Marina, an Ultra-Intergalactic Cyborg, is just the hero who can rescue her master and defeat the Evil Empire. Now, with a compass

among Marina and the friendly Clancers team up. Throughout her quest, various Clancers aid Marina by giving her tips, fighting alongside her, or helping her past the planet's many obstacles.

Obviously observing Marina's odyssey is the Moxellit, an enigmatic slab of circuitry that may be the guiding force behind the Evil Empire. Marina's noble-raising may be able to topple the dark kingdom, so the Moxellit summons the three Justice Warriors to oppose the Cyborg. Each Justice Warrior can serve up an unhealthy share of trouble, and when all three unite, they merge to form the far more troublesome Beastector. The elusive gold gems hidden throughout Clancer will help you

past some of these dangers, and if you discover all of them, you'll earn the special ending.



## MEET THE MISCHIEVOUS

Clancer is up to its ears in mischievous antics. There are plenty more mischiefs that we can possibly show you, but here's a brief sampling of some of the troublemakers.

### MARINA LITEYEARS

An all-new heroine zooms into the gaming world in the form of the rocket-powered robot, Marina. The Clancers and her inventor are depending on her to save them from the Evil Empire.



### PROFESSOR THEO

He may be a brilliant scientist, but he doesn't know much about keeping out of trouble. Time after time, Marina's creator is kidnapped by the ruthless Evil Empire.



### TERAN

Many of the Clancers have special powers to help Marina through her quest. Teran, a descendant of the Blockman clan, can summon and bulldoze enemies with his rock-solid fighting.



### KING ASTER

Fearfully hiding somewhere beneath the surface of Clancer, King Aster is the monarch who may be able to rally the Clancers against the Evil Empire.



### THE MONOLITH

Not only does the strange slab manipulate the renegade Justice Warriors and some of the Clancers, but the mysterious Monolith may be the force behind the Evil Empire.



### LUNAR

The first of the three Justice Warriors that hound Marina is the wolfish Lunar. His two partners are even more fierce, and when all three merge together, they form the mighty Boosters.



Carbballs and Elmblots populate the planet. Marina must jump or grab on to them in order to journey across the colorful and optically world.

## THE LAY OF THE LAND

Clancer is a curious planet that is brimming with blocks and balls. The

ghost-faced objects float throughout most of the planet's landscape. By gobbling or stepping onto them, Marina can further traverse through the Oz-like carnival town of Nipato, the cowboy ghost towns of the desert, the fairy caverns of the underworld, or the slippery ski slopes of the chilling winterland. Mischief Makers has five areas containing anywhere from 10 to 14 levels, and each level greatly differs from the next. At times, Marina may be sparring with a giant frog, mole,

or snake. Other playable spots have: Marina being chased by tidal waves, runaway boulders, or collapsing bridges.

Professor Theo seems to get kidnapped

as often as

Marina rescues him, and in one level, she must

compete in the track and field events of the Athletic Festival to win her creator's freedom.

Mischief Makers constantly makes sneaky and unpredictable turns, and the Athletic Festival abruptly twists the game into a racing competition.

Three foot races, an obstacle course and a long jump event stand between Marina and Professor Theo's rescue.

Whether it has you capturing ghosts or playing dodgeball against a

critic, Mischief Makers definitely stays in spirit with Japanese animation by keeping the quirky surprises and unusual action playfully steamrolling.



Let the games begin! The action starts wisely from rings to rings. In the Athletic Festival, Marina must compete in a track and field competition to win Theo's freedom.



critic, Mischief Makers definitely stays in spirit with Japanese animation by keeping the quirky surprises and unusual action playfully steamrolling.

# MISCHIEF MAKERS

## GRAB, SHAKE 'N' THROW

Professor Theo didn't invent the Ultra-Interplanetic Cybot G as a fighting machine, but, nonetheless, mischievous Marina can wage quite a war. Marina has two iron fists that can grab, shake and throw just about anything in sight. If her hot mitts intercept a fireball, laser, boulder or throwing star, she may be able to chuck it back at her foe or crush it into a powersup.

Her fists of fury are also quite mighty. Marina can heave enemies who are several times larger than her diminutive self. But strong as she may be, Marina isn't indestructible. In yet another one of the game's unpredictable twists, Marina's power source becomes drained, and it's up to you to guide Terri to save her. In an early level, as Marina, you get to control a transformed Terri while riding his newly-minted, ornate, physque peggy-back. Marina can also hitch a ride on the backs of spring Clancers, missiles or that dodgyball-throwing cat! Even tricycle racing, somehow figures into Mischief Makers, making the game quite an unusual ride.



Marina has a strange love for riding on the backs of mischiefs. They're not toys! Theo scolds, but Marina loves to make trouble.



Look out, Bowser! Here comes Migo J! While Marina is stuck fighting in side-scrolling mode, the roadrunner is able to ride out into the background or change into the foreground.



## IT'S NOT A FLAT WORLD AFTER ALL

The Mischief Makers engineers bow on the polygon scale isn't to say that the game is strictly 2-dimensional. True, Marina's movements are restricted to sideways actions that are confined within a plane parallel to the television screen. However, for Marina to travel through the side-scrolling plane, she must navigate past 3-D polygon adventures. Much of Marina's journey entails hopping from block to block. That's easier said than done, because some

polygon blocks alternate between receding into the background and extending into the foreground, if your depth perception isn't at its keenest, you may miscalculate Marina's jump and launch her onto a block that hasn't extended far enough to support her. Other mischievous polygons populate Clancer in the form of fireballs or boulders that shoot out from the background. Enemies, such as the spiteful garyp-tan Migo Jr., are also polygon-based. Outfitted in 3-D, Migo Jr. can extend his clawing fists at Marina, but she can grab his hands only if he's reaching far enough into the foreground. It may not seem fair that Marina can dodge only sideways, while her fiery foe can move sideways, backward and forward, but then, heroes are made, not born for inverted.



Marina can jump sideways only, so to reach a 3-D polygon platform, she'll have to wait for it to extend from the background to where she stands in the foreground.

## BACK TO BASICS AND BEYOND

The side-scrolling format was once the basis for most video games, and Mischief Makers evolves it to the next generation of gaming by peppering in 3-D elements. But Mischief Makers doesn't stop there. Nothing is very conventional about this game, from its humorous style of fighting, hodgepodge of tasks and objectives (are level designers to get you in a mathematics showdown) to its veritable circus mishmash of anime oddballs. If you're looking for trouble, cool your jets and sit tight until Mischief Makers will release Mischief Makers as a tricky treat this October.



# MRC

**MULTI RACING CHAMPIONSHIP**

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Ocean rolls out MRC for some Rumble Pak racin' that's multi-everything: multiple courses, detours, weather and driving conditions, plus on- or off-road hot-rodding with customizable cars. Hop in and we'll steer you to the winner's circle as MRC multiplies exhilaration by 64!



## MULTI-RUMBLING

Buckle up, 'cause you're in for a bumpy ride when you fire up Ocean of America's MRC with your Rumble Pak. You'll feel the rev of your engine and every bump in the road when you motor away in any of the ten mean speedsters (including two secret vehicles) while Multi Racing Championship offers just a trio of courses, each track contains an elaborate network of multi-challenging roads that branch into smooth streets or rugged off-road lanes. For even more challenges, compete against

a friend in the two-player Vs. Race, set land-speed records in the Time Trial, or race for accolade in the secret vehicles in the Match Race.



You'll get a lot of mileage out of MRC's multi-playability. Two players can race head-to-head in cars and cross-country courses that can be customized to make a multitude of differences every time you play!



## Mean Machines

MRC starts out with a selection of eight vehicles, and you'll get the keys to the bonus ninth and tenth cars if you defeat them in the Match Races. The two bonus cars are the fastest of the pack: one is the hot rod Deus (clocking in at around 230 km/h), and the other is the sleek VH110R (breaking by at around 260 km/h). Since MRC's roads and detours alternate between rugged off-roading and smooth on-roading, you'll want to test-drive each vehicle (varying from four-, front- and rear-wheel drive) to sample how it handles the ever-changing road conditions. Some cars are built for shredding up the streets, some for off-road trailblazing, and others are fairly balanced for both situations.

To get behind the wheel of the sleek blue VH110R, you'll have to seek it in the Match Races. Practice first by cruising in the yellow Kamekator—its easy handling makes it the perfect ride for rookie racers.

## The Beauty of the Ride

Each car varies in traction, braking, suspension, steering, power and aerodynamics. Each unique feature also has its advantages, and MRC lets you soup up any of your car's attributes to your liking. Sleek street cars are prone to wiping out on unpaved roadways, so you might want to add off-road tires to them. Depending on how much of a road warrior you are, you may want to adjust your braking or steering sensitivity. If you like springing for the off-road detours, break your vehicle's suspension. By tuning up your gear, you can maximize either your top speed or rate of acceleration. The angle of your spoiler can also affect your speed by making your ride more aerodynamic. If creating the ultimate vehicle gets your heart racing, take your car into the garage and try retooling it into a dream machine that will be the nightmare for other racers.



## Hit the Road, Jack

You're never far from a fork in the road in MRC. As you speed through any of the three courses, you'll have to make split-second decisions about which path to tackle. Determining which mean street to take in order to cut your competition off at the pass is just one of your worries. Capricious weather will dampen your driving, but, fortunately, you can check the forecast for each area of a course. If you're a beginner, start with the easier Scenic Course or intermediate Mountain Course. If you're a speed demon, by the matches, Downtown Course—And, when you're up for a new challenge, throw yourself another race for a loop by closing up to customize your own racetrack.



# MULTI-CHALLENGE

## On the Road Again

MRC's physics strike with stunning realism as snow, grass and standing water spin racers out of control. The racing slicks of street cars will get little traction off-road, while the nutty tires of off-roaders will slip on smooth streets. To win, you'll have to stick to the shorter off-road paths, and pavement pilots will just have to roll with it.



## Road-to-Nowhere

Every fork in the road branches into a rough off-road path and a smoother (but no less hectic) paved path. MRC enables you to shut down roads so you can race with some or no detours at all. Every course variation will have its own best time, so experiment with road closures to open up new possibilities in Time Trial Mode.



Not only do you get to sit in the driver's seat to race, but you get to be in command of city planning, too. Close any roads to any or all road paths only or shut down individual roads to customize the race track.

## Driving Crazy

Once you've mastered driving all ten vehicles and navigating the hazy air of all three courses, take your set of wheels into the garage for a twisted tune-up. Grease monkeys will go bananas for MRC's Machine Setting option that allows drivers to totally trick out their cars. Further test your skills and drive yourself crazy by replacing your tires with 100% on-road traction. Minimize drag and increase your aerodynamics by removing your spoiler. Shift gears to raise out your speed, then switch to a manual transmission. Try customizing the Ocean pickup in this manner. Unleash your demon-on-wheels at the Mountain Course and see how well you can place while feinting and doing donuts throughout the track.



To really put your driving skills to the test, install slippery leaf tires, remove your spoiler, then head out for some crazy sliding and drifting. You may be in the driver's seat, but you'll hardly be in control.

## SEASIDE

## ON ROAD

## Route One

Your crash course to conquering this coastal course starts at Point A. Aim for the grassy shoulder, then pull a hard right at Point B. Stay on the grass and to the left of the cones to enter the tunnel.



## Route Two

Grass that can spin your car out borders the road outside the tunnel exit at Point C, so jam your steering wheel to the right to stay on track and in control. In the next tunnel, race in the inside lane, then hang a sharp right at Point D. If you hug the inside close enough, you won't swing out into the tunnel wall.



The Seaside's perfect for test drives since its name is followed by lay, straw, winners. Tight cornering can send any car into dunes, so use the track to take advantage with each car's unique cornering ability.

## OFF ROAD

## Route One

Cut your time by rumbling through the off-road detour. At Point E, gradually turn right then pull out wide to avoid the slippery puddles. Stay centered in the lane as you approach Point F, and zip to the right of the first set of cones. At the next turn, closely skirt by the second set of cones.



## Route Two

As you enter Tunnel G, cling to the right as you swing around the bend. Once you spot the other end of the tunnel, swing to the left side of the opening; you'll be lined up to take an edge of the S-curve with little mass jostling. Once you pass the two red right-angle signs at Point H, bank a hard right, then straighten out when you pass the green merge signs.



S-curve snails throughout MRC's courses. If you enter some at the right angle, you should be able to drive straight through. Avoid zig-zagging through the S-curve at least if it's earlier in the tunnel from the left.

## Track Information

**Red One:** The short one needs clearance after yesterday's storm. Avoid any dry ruts for the off-road route which still has some puddles.

**Red Two:** There's a possibility of some light drizzle. On the coastal road, some bushes are spraying mist making visibility tricky.

● De-lux

● Off-Road





# MOUNTAIN

# ON ROAD

## Track Information

**Point One:** Whether you're the fastest at the finish line, but the wrong side of the finish line, or you're the slowest and need better race.

**Point Two:** Turn carefully because points are awarded with correct turns.

**Point Three:** Storm clouds are rolling in, so you may encounter rain showers.

**Point Four:** The clouds are completely clear and sunny, because a chance of rain showers is in the forecast.

**Point Five:** Main rule rule is in place. The rule is that the off-road bridge at Point C has already collected a lot of rain.

- Deviated
- Off-Road

## Route One

While hot air balloons leisurely float above, you're down below running yourself ragged racing through the Mountain. Make things easier on yourself by cutting the corner at Point A. As soon as you spot the left turn sign, zip to the left of the barriers and across the lawn.



## Route Two

Windy conditions blanket the mountain pass. The road is bare, but the shoulders are slick with fresh powder. Avoid slipping up by staying on the pavement when you career around Point B. At Point C, plow through the snow and swing by the cones to cut the corner.



## Route Three

Point D is one of the course's gentlest curves, so try to enjoy it. To help you savor the moment as you gradually turn left, sneak a peek at the floating balloons and cascading waterfalls.



## Route Four

One of the tricks for navigating these willy-nilly turns is to pull out wide then cut close to the inside of the curve. At Point E, zip through the turn by swinging out toward the left bank. Straighten out, then head for the right shoulder so you can take on the gradual left turn of F. A sharper left turn will jolt you at Point G, so ride in close to the grassy left shoulder, then quickly make a tight left turn.



# OFF ROAD

## Route One

The turn at Point A bends at almost a right angle, so you'll have to pull out wide to successfully barrel through it. Approach the curve from the right lane, then, as soon as the road curves, slam your car hard to the left. Quickly straighten out to navigate Barrel B, and exit near the left wall.



## Route Three

Watch out for the deer! You can't hit it, but you'll want to follow it. The deer will head to the entrance of Point E, so make a sharp left to enter the marshy area. Once you cross the bridge leading to Point F, keep the fence in view and cut left across the checkpoint.



## Route Four

Take a sharp left to hug the left wall and cut around the bend as soon as you can. The curve's exit will boost you over some standing water, so straighten your wheels before you catch up. Also heading head for the sharp right turn at Point H.



## Route Two

Buckle and bundle up for some arctic adventure! To compensate for the slick snow, turn widely so you'll have plenty of room to slide. Stay to the left at Point C, then speed to the inside lane at Point D. Sharply turn right and keep your wheels turned until you breeze by all three barriers.



## Track Information

**Point One:** Visibility may become hazy as the sun tries to pierce through the thickening canopy of clouds.

**Point Two:** The cloud cover gets heavier, possibly bringing some rain.

**Point Three:** Fog and rain may be developing, so if the on-road segment inside track then makes you search the wet road.

**Point Four:** Mostly sunny skies prevail, but the off-road shortcut at Point G still very slick and wet.

● On-Road

● Off-Road

## Route One

Sinuous streets tangle up the mission roller-coaster course of Downtown. Point A is a hair-pin turn, so keep your steering wheel slammed to the right until you spot the tunnel and left turn warning. Before you can catch your breath, pull out of it and make a quick left turn at Point B.



## Route Two

Make a beeline through Point C by cutting the corner at the left shoulder. Let the cones guide you while you grind the grassy area into compost. The drastically sharp right turn at Point D can also grind you up—into a pulp (and to a halt)—if you sideswipe the guardrail, so you might want to tap your brakes.



## Route Three

Downtown is not only the longest run, but it's the most confusing and chaotic. It's easy to lose track of the road at Point E because the nearby off-road track and train tunnel look like potential detours beckoning you. Stay on course by gradually pulling to the left. At Point F, quickly zigzag right then left. In general, you'll want to try to stay in close to any orange cones. At the final turn of the Point F S-curve, swing out wide into the cones. At Point G, swerve right, and if you just clip the cones, you should be able to clear the corner.



## Route Four

The tight hairpin turns at the end of the cobblestone bridge begins with a slight dip, so be sure your car is aimed in the right direction before flying through Point H. When you reenter the city at Point I, avoid oversteering in the narrow streets.



# OFF ROAD

## Route One

You'll be skidding out of control a lot more on the off-road route, but you'll also make up a lot of time, so try roughing it to win the gold. The first stretch of off-road action socks it to you with a quick right-left-right. Roll with the punches by steering hard to the right as soon as you enter Point A. The next turn is a much wider left curve, so gradually veer to get around it. Once you see the right turn warning, sharply spin out to the right to clear Point B.



You'll have a tough time finding enough traction on the gravel roads to navigate the tight turns without skidding or spinning out. Leave your old sense of driving room by steering close to the walls of the speedway.

## Route Two

In the tunnel, gradually turn right when you hear, "Sharp right turn." Once the wall's texture changes at Point C, lighten up your steering, because the turn will become more severe. Tunnel D veers left, so head toward the left wall to make it around the bend. When you exit, drive parallel to the red and white guardrail to position yourself for Route Three.



## Route Three

Tunnel F is probably the easiest of the off-road routes to navigate. The road gently turns to the right, and if you've rolled through this fat, clearing it should be a Sunday drive.



## Route Four

Point G is a secret shortcut that doesn't appear on the game's map. To enter it, drive through the opening by the One Way sign. The shortcut leads you through a waterfall, so be ready to slip and slide in the water. Just past the shortcut is the tunnel where Point I marks the easily-missed off-road route. Fodit it by swerving right when you pass the red and white arrows.



The off-road path at Point H is hidden from view, so you'll have to have already explored it. It's a tricky move that can save you straight into a tunnel wall. It's quicker and safer to use the shortcut at Point I.

# CLASSIFIED INFORMATION

0428 8211 4842 0680

MEMBER IDENTIFICATION #

## TUROK

THE SHOOTER

### Turok: Dino Cheats

Dinosaurs are hot stuff these days, and Turok: Dinosaur Hunter for the N64 is no exception. Turok fans are still licking their chops over the feast of steamy jungle action that Acclaim has served up, so we're coming back to the table with another platter bristling over with bloody good cheats. Type in the following passwords using the Enter Cheat option and then use the Cheat Menu option to turn the cheat effects on and off. Remember that some cheats may or may not work together.

### Robin's Cheat

This handy code combines the Invincibility, All Weapons, Unlimited Ammo, Big Heads and Credits cheats. Input R8N8M7H on the Enter Cheat screen.



### Dena's Code

Dena's Code gives you very small enemies. Type in UNEM on the Enter Cheat screen. Despite their small size, your opponents will be just as deadly as they were before!



### Red Color

To spice up the driver with a new cool color scheme, input LLNCLF52 1N9VB on the Enter Cheat screen. My, eh, why don't we try the pacing, huh?



### Greg's Mode

Type in GREGM on the Enter Cheat screen for a combination of the All Weapons, Unlimited Ammo, Big Heads and Show Credits cheats.



### Show Enemies

This code shows you enemy names when they pop functions in the game as Enter R8N8M7H on your cheat password.



### Quick Mode

This code lowers the resolution of the graphics and makes "hit boxes" appear when you battle an enemy. Type in CLNTHM7M on your cheat password.



### The Big Cheat

When it's time for you to give those enemies the big payback, enter N8T8N8888888888 on your cheat password. This cheat includes two stage objects, Invincibility, All Weapons and much more!



### More To Come?

Most of the Turok cheats can be found by hunting the game on different difficulty levels. Are there any more? Only time and your keen hunting skills will tell!





## War Gods

### Grow, Exor or Random God

To play as Grow, go to the Character Select screen and press Down, Right, Left, Left, Up, Down, Right, Up, Left and Left on the Control Pad. Do not move the cursor and start your game as usual. Before the match begins, your fighter will change into Grow. To play as Exor, follow the same general procedure, but press Left, Down, Down, Right, Left, Up, Left, Up, Right and Down instead. To randomly select a god, hold Up on the Control Pad and press Start.



If the code is entered correctly, you'll hear a voice say, "All too easy."



Will Grow and Exor remain supreme, or will another god usurp them?

## DOOM

### I Taunt in Your General Direction!

The Doom development team was a pretty incoherent bunch, to say the least. If you want to be on the receiving end of their verbal barbs, just leave your controller alone for a little while after you lose a life. After 30 seconds or so, you'll see some pretty biting messages pop up!



Don't press any buttons after you lose a life.



Oh yeah? Well, vanquish this!

## Crash'n Codes

### Cruise'n Codes

We printed these codes in our Members Only Special back in Volume 92, but we've received enough requests for them to warrant another lip around the track.

If you're already the King or Queen of the Road, maybe what you need is a new vehicle to master. On the Car Select screen, press and hold the left, top and bottom C Buttons. While holding these buttons, use the Control Stick to scroll through the cars. Three of the default sports cars will be replaced by an ATV, a School Bus and a Police Car.

If that's not enough, here's a way to select three courses not normally available as individual races. On the Race Select screen, highlight US 101 and hold the L, the left C and the bottom C Buttons to make Golden Gate Park appear. Press Start to begin the race. To access Indiana, highlight Beverly Hills and hold the L, the top C and the right C Buttons. To make San Francisco appear, highlight the Grand Canyon and hold the L, the right C and the bottom C Buttons.

To help you stay on top of the standings, you can equip the most powerful version of a car with a Nitrous Boost system. First achieve the fastest time on a track. Enter your initials and scroll to the bottom of the scoreboard. Push the Control Stick to the left until a head appears. Now select any fully powered-up car and start a race. For every Checkpoint you pass through, you'll collect one boost. To activate a boost, press Brake, Brake, Brake, Gas, Brake, and Gas.

To activate the flashing lights trick, achieve a Hot Time on any course and enter your initials. Scroll to the bottom of the scoreboard and press Left on the Control Stick until a head appears. Now select either the School Bus or the Police Car and start a race. Press Brake, Brake and then hold Gas to make the lights flash. Let off the Gas to make them stop.



Which one would you like today? How about the big purple number?



No, pal, no passing when the lights are flashing!

## DOORKRIFT

### Donk Code

Here's a juicy little code for Vic Tokai's 3-D journey fighter for the NES. To play as Donk, press the L Button, the R Button, top C, bottom C, left C and right C on the Title screen. If the code is entered correctly, you'll hear a tone. Now go to the Character Select screen to see Donk added to the lineup. This code is usually found by completing the game on the Hard difficulty level. If it doesn't work after several tries, turn your control duck off and on before trying again.



Enter the code on the Title screen and listen for a tone.



Are you ready to take me on, little one?

## TAZ-MANIA

### Stage Select and 20 Continues

Everybody's favorite little devil is back, courtesy of Majesco. To activate the Stage Select, go to the Options screen and press A, Y, A, Y, X, Y, B, A, R Button and L Button. The Level option will then appear. Highlight the option and press Left and Right to adjust the starting stage number. For 20 Continues, press Y, X, B, X, A, X, L Button, R Button, B, A, Y, A, X and A on the Options screen. You'll receive a message if the code is entered correctly.



Both codes are entered on the Options screen.



All four eight-bit say, "See-ya! 200-42 000-1144-0000!"

## THE LION KING

### Hakuna Matata!

This is just one of several classic Super NES games that are being rereleased by Majesco under license from their original publishers, and they all certainly deserve a bit of attention from us here at Classified Info. To access a secret Options screen, go to the normal Options screen and press B, A, R Button, R Button and Y. The secret Options include invulnerability and stage select functions.



Once the code is entered, the secret Options will appear.



The invulnerability option is especially handy.

## Aladdin

### Stage Select

Here's another blockbuster Disney movie that became a blockbuster game for the Super NES. To activate the Stage Select, go to the Options screen and press the L Button, the R Button, Start, Select, X, Y, A and B quickly on Controller II. Now use Controller I to exit the Options screen and return to the Title screen. With Controller I, hold the L and R Buttons and use the Control Pad to choose a starting stage.



Do you've already a stage, press Start to begin.



You can skip right to the end and save the kingdom!

# CLASSIFIED INFORMATION

## MEGA MAN X

### Mega Man Fireball

The Blue Bomber has been given one more lease on his robotic life with the rerelease of Mega Man X by Majesco under license from Capcom. This trick is time consuming, but it allows Mega Man to throw a potent fireball, like Ryu and Ken do in the Street Fighter series. To make this trick work, you must first collect all the Heart Tanks (8), Sub-Tanks (4), Special Weapons (6) and Power-Ups (6) in the game. Passwords will not save the Fireball power, so if you want to have this special attack in your arsenal, you'll have to repeat this trick every time you play the game.

#### Step 1

After you collect all the required items, go to the Arctoid Arcadia zone. Pick the last mine cart until it launches you outside. Jump just before it hits the wall.



#### Step 2

Grab the wall and climb up to the ledge. Collect the energy pellet and jump onto the pit. You'll lose one life. Repeat steps one and two five times.



#### Step 3

On the fifth try, a capsule will be on the ledge. Climb on to get the Fireball power. When your life meter is full, press Down, Down/Forward, Forward and Y to shoot a fireball!



## STAR WARS SHADOWS OF THE EMPIRE

### Supercharged Weapons

After last month's Nintendo Power Exclusive on Star Wars: Shadows of the Empire, you might have thought we'd be fresh out of codes for this puppy. Think again! We have just a few more fun tricks for this game, including a password code that will supercharge all your weapons. Stormtroopers will fold with just one shot from your standard blaster, and major enemies will take far fewer hits to defeat. We also have an addendum to the Credits code we printed back in Volume 94. It seems some changes were made to it after we went to press and just before the game was released.

#### Super Weapons

This code works on the Jedi difficulty level only. Start a game and use "Jabba" as your name (the underline is a space). That's all there is to it!



#### Credits/Photo

To see the uncredited credits, enter "Credits" as your name and locate a scene. Press Start to go back to the Title screen. Press Up and Right to see a LucasArts still photo.



#### Wampa Rumpus

To hear the wampas roar while you're using the pass codes, enter "Wampa\_R0CK" as your name. This code is odd, but fun.



Experts, shmesperts! If you've got an awesome tip or a killer code, send it in! We'll print your stuff alongside the pass codes. So what are you waiting for? Warm up your brain pans, crack your knuckles and press those buttons!

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GO FOR THE GOLD!

# STARFOX 64

BY NINTENDO

You may not be a commissioned officer in the Cornerian military, but in Star Fox 64, even a mercenary rogue like you can be decorated for valor in combat. We'll not only show you how to rack up extra points to win a chest full of honors, we'll reveal how to open up another solar system's worth of nova-hot adventures!

## ALL PILOTS, TO YOUR ARWINGS!

If you score a certain number of hit points in a mission, and if all your wingmen survive, you'll be awarded a gold medal. If you win a medal in every mission, you'll enable the Extra Mode. The Extra Mode gives you access to the Landrover tank in the Vx mode, a sound test feature and a set of Expert Missions. The Expert Missions have the same layouts as the normal missions, but there are more enemies to defeat, and some enemies are tougher and smarter than before. As a bonus, you'll also notice that a certain (certain) young pilot is wearing some very cool studs—much like his father's!



## TACTICAL DATA

We've mapped out each mission and pinpointed key strategies for racking up lots of hits. In general, though, you should use the lock-on feature as much as possible and learn where Smart Bombs will do the most good. Alternate between charged-up laser blasts and rapid-fire shots to clear the entire screen of large groups of enemies.

### TARGETS LOCKED—FIRE!



Hold A to charge the laser. Aim the cursor at an enemy to lock on, and tap A to fire. The real key: enemies can take out an entire group.

### MAVYAY! MAVYAY!

All of your wingmen must survive a mission if you want to earn a medal for that zone. Always go to their aid when they call for help. They will probably return the favor if key points during the campaign against Andross.



## CORNERIA

## SCORE 150 HITS



Lock on to the first quartet of ships as you enter the city. Maintain the lock and wait until they merge back into one group before you fire. They'll all go down for the cost.



Fly between a pair of bearded out buildings on the right side of the stage. This will make a line of ships appear as you emerge. Take them down with one shot!



As you pass the highway, hit the bearded out robot on the left. Blast your way through the gate, which then takes out the robot and the robot beyond.

START



Scoop up items for items by the Checkpoint



After you pass through the Checkpoint, fly through the gate down the road. This will make a squadron of ships appear. If you don't do this, only one or two ships will show up at this point.



Wash the "bearded out" robot as soon as you can, then lock on to the three ships on the elevated highway. Snoop down and scoop up the Laser Upgrade if you can.



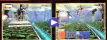
Blast any enemies on or near the highway. Dive down and fly between the supports at the end of the highway to make a squadron of ships appear near the destination robot.

Blast Falcu here.

Fly through the arches.



TO CARRIER



Fly through the bearded out building to make more enemy ships appear. Falcu will be calling for help very soon. Help him and take out all the other enemies now the highway.



Use the brakes to get through all the arches and blast the old robots in your path. These bots will leave some Supply Rings behind, which you'll probably need by the end.



Destroy the ships chasing Falcu and fly through the stone arches to open up the way. Carry Falcu to the gate.

## ATTACK CARRIER



Target the Attack Carrier's engine directly.

As first, the first-coming missile will attack your wingman, but this won't bother you. Once they're all destroyed, go after the main body of the ship.

## BONUS HIT POINTS

Some enemies are worth more than one hit point, and most of the "bonus" hit points are worth two. The carrier would be the most points they're worth. The chart below breaks down the bonuses for you.

Less than 2 enemies	+10
Less than 3 enemies	+5
Less than 4 enemies	+2
Less than 5 enemies	+1
Over 5 enemies	0





# METEO

SCORE 280 HITS



Breaking down the large of asteroids (and) planets, so you'll have to spend a bit of time at each. However, that you can't get into a hole, because you're not.



Just after the 50th hit, you, a flight of enemy fighters, will try to sink you, but make you from behind. Lock on and shoot all of them at once with a charged laser.

START



Go back and to space, after the blue planet, they jump from behind the planet. Use a bomb to wipe out all of them, then clear up the rest with a laser.



Instead of just firing the spinning asteroids, add the warp gates, so you can try to fly through all the warp gates and give up to Kaitani. You can get a medal after way.



Slow down in this tunnel and lock on to as many laser cannons as you can. You can take out several at once with a bomb. Watch for the ships ahead trying to trick you with "wells".

Warp Zone



Pushing through a warp gate will make you accelerate. Hit the buttons to cut your speed and barrel roll, so you can get in the narrow passage through all warp gates.



Even after you enter the warp zone, you'll see spinning fields of enemy coming toward you. There is actually a number of ships heading for you, hidden by the bright glow. Slow down, lock on and blast these ships repeatedly. You can get two hits or more for each strike. Use a bomb if you have one, since you'll soon be able to collect more.



As you continue through the zone, you'll come across laser fields of mines and upgrades. Leap through them to pick up as many bombs and upgrades as you can. Use bombs in the fields of striped asteroids. You won't be able to lock on to some of the enemies, so you'll have to rely on your lasers and quick reflexes to bring a lot of them down.



The last entered field will be filled with mines. Blasting the asteroids will reveal even more. Stock up on bombs for future missions.

## WARP



If you complete Meteo the normal way, it's possible, but fairly difficult, to score 280 points. The better strategy is to use the warp to get to Kaitani. You'll pass through a warp zone full of enemies, all of which will attack toward your Blastor point shot, and you won't have to face a fight!

## SECTOR X

SCORE 150 HITS



See? X is jam-packed with enemy fighters, so take up an enemy bomb or two now for this mission. Lock on and blast the first group for a quick double-digit return.



It wouldn't be to let your old man's pal, Poppo, blast up an enemy dog. Target the fighters chasing him and then take out the spy satellites to pick up some silver and gold rings.



The stage falls into two parts at this point. Blast the three spy satellites for a Lower Upgrade and then duck to the right. There are many more enemies down that way.

START



Delicate bombs at the center of the field to start a chain reaction. A charged laser blast can work, but a bomb is better.

Watch for enemy upgrades by the Checkpoint!



TO SPYBORG



Bombs are in short supply, so use them sparingly. The laser guns are harder to hit than you think, so you may want to concentrate on the squawks of enemy fighters instead.



As the Spyborg approaches, you'll see small satellites in the distance. Lock on to them for a few extra hits.

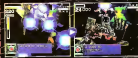


This area of Sector X is thick with enemy fighters. Some will keep out from the surrounding shield while others will swoop in from behind. If you're having trouble targeting them all, lock on and then fire a bomb. Follow up with regular shots to clean up the stragglers.



wait for them to return just they need them for a bomb. Follow up with regular shots to clean up the stragglers.

## SPYBORG



Target Spyborg's glowing eyes when it turns its head. Get away from its laser blasts and firing arms! In the second stage of the battle, the whole head is vulnerable. Destroy it before it gets in between all corners.

# TITANIA

SCORE 150 HITS

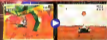


These tank-like terrifies will give you four hit points each, but only after a barrage of laser fire. Target their soft and vulnerable spots, then blast them with everything you can muster.



Andross's floating fortress can hardly pry shields. A well-placed bomb is the quickest way to bring one down. The explosion will bring down every nearby enemy, too.

START



As the boss falls through the back tunnel and then the left tunnel, make a swift climb up the wall and use it as a platform to destroy the two turbines.

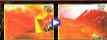


As you approach this enemy, you'll be charged by both lasers and earth-based enemies. It's all a trick to take them out all at once. Be careful—Gorra's minefield is the real test.

2 sets of laser shields in the Checkpoint



Search a cluster of enemy fighters will try to shy you overboard. Target the lead ship in each flight with charged blasts. Look for extra targets among the falling debris.



Back-tossing robots will assault you from the Midge. If you take out one of the first ones on the right with a bomb, most of the others will go up along with it.



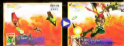
TO GORAS



As you enter the main gates, many enemy fighters will approach from the front and from behind. Launch a bomb to down two or three squadrons at once. There are two mines, so pause until you can see one ship, then fire another volley. You can use charged and normal lasers if you can't spare bombs, but the above structures may interfere with your line of fire.



## GORAS



Deconstruct your foe on Gorra's laser-tipped rail.

Once it drops Slippy, you can really get loose. Hover and barrel roll to get out of the way of its heat-rayed hyper laser. When all its arms are gone, blast open its chest plate to expose its weak spot. The arms will regenerate a couple of times, but just repeat the process until Gorra is down.





## SECTOR 7

SCORE 150 HITS



This carrier will spray out hostile starfighters from two launch bays. Lock on to one group with a charged laser or a beam and spray the other with laser fire.

Score at least 65 hits by the Checkpoint



The path through the upper rings of this point. The upper path has more enemies than the lower. Hit the launchers and destroy both battle robots to face you climb over the ship.

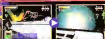
START



You can't fly into the launch bays, so swoop up and over the carrier. There are just a few easy enemy ships along this path than the lower route, but every hit counts!



Several flights of mail ships will swoop toward you here. Lock on to one of the lead ships and launch a beam. Take care of the stragglers with a few well aimed laser blasts.



As you weave between the destruct ships, Slippy will call for help. Lock on to one of the pursuing fighters before you clear the last hallway (or as soon as you can).



As the twelve fighters will swoop in from the four corners of the screen. Don't waste a launch. A couple of charged laser blasts and a quick trigger finger are all you'll need.



Several flights of fighters are in formation with this last heavy chase. Hit the lead ships with charged lasers. They may give up some bombs for your efforts.



TO SHOGUN



As soon as you clear the wrecks, several attack enemies will cross your path from both sides. Use your beam to slow down target one of the enemy gains with a charged laser, and then immediately shoot another gas with regular lasers. If you're quick enough, you should be able to locate at

least six to eight hits with just a few seconds of work.



This launch, land and orbit to take on the Shogun warrior and the more powerful Shogun warrior. Target them while you're still in orbit and zap as fast as you can. They're tough to pop, so "beat" your shots about 60 times to pop your laser across their path.

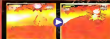


# SOLAR

SCORE 100 HITS



Engage in the 100 hit challenge and try to take out all your enemies. A large number of your hits in this area will cause the waves to reach and hit your ship.



Keep on eye on the waves of enemies. More, these enemies will fly through the center of the mainframe. Target the position in front which is changed later for multiple hits.



START

As you advance, the waves  
become more frequent.



As you reach the right side of this wave, several enemies and rocks will have hit you. If there's no time for a target lock, launch a bomb and detonate it manually.



TO VULCAIN



After the Checkpoint, a trio of Gradius will fly to two Falco into their next goal. Soon after that a group of rocks will appear. Watch out for some much-needed items.



Another enemy flock will appear right behind this wave. Lock on to the lead one if you can and fire a bomb. That will take care of all but a few stragglers trailing on the rear.



Stick together just where you may want to detonate a bomb manually. A flock of enemies will appear out of the rising ground, but by the time you lock and fire, the way of way is behind off



screen. As soon as you see the flock, launch a bomb straight ahead and press B when it's right in their midst.



The Solar surface will calm down at first, but all of a sudden, the sky will be blanketed by more enemies rising from the surface. You must react quickly to save them. There won't be time for a lock, so launch and detonate a bomb manually.



# VULCAIN



This hot-headed mutant won't give you much grief if you barrel roll through its rain of scorching heatwaves. Target the area that launches out when it splashes plasma at you, then go after its head.

## MACBETH

## SCORE 150 HITS



Ignore other enemies at first and take out as many of the train's rear cars as you can. As these pellets empty, destroy some of the elevated gaps to uncover bombs at random.



Clear the sky of the small fighters as quickly as possible. As you enter the passage, blast a trio and then a pair of larger fighters for a Shield Ring. Never go to collect it.



You'll be meeting low-level enemies by now, so choose your levels for your victory. Squads of fighters will fly overhead, a line of bad-guys will ramble



behind you and then the train will flap up ahead. If you're short on bombs, save them for the train.

START



Try to aim bombs between cars for maximum effect. The concussion will damage both cars, and you'll thus be able to finish them off with charged lasers or rapid-fire shots.

In case of trouble, 95 hits by the Checkpoint



Defeating Macbeth is no easy task, so it's better to avoid the fight. Shoot the eight switches alongside the track (marked in red on the map) and then shoot the switches like this (from across). Macbeth will come into a new track and crawl



As the ground begins to rise again, the rear thrusters to rise up the side of the passage and onto the track. You can then blast away at the train before it enters the tunnel.



Join both thrusters to hover up and over the barriers that pop out of the tunnel sides. You can't look on to the train, but you can try to tag the cabooses from the air.



TO MECHBETH

## MECHBETH



The sixth track switch is the one you've carelessly missed. It's located just behind a gate. Shoot the gate a few times to make it rise up and then shoot the switch.



If you do battle Macbeth, watch for the glowing weak spots of the shield and end the power-ups on the train. Hover and roll to avoid the scans and beam attacks. Switching tracks is the better tactic, as it costs you \$1.50 power.

# ZONESS

SCORE 250 HITS



Dragons will fly in from the right and then from the left. It's difficult to get an optimum target lock (the explosion is too far to one side) to destroy them all, so it may be better to launch and detonate bombs manually.



You must destroy all the searchlights in this stage. If you miss one, the enemy will be able to scan your ship. Use the lock on feature to ensure that you don't miss any.

START



Score at level 1: 54,300  
In the Checkpoint 5



These searchlights are worth a whopping six points each. It will take two or three charged laser blasts or one bomb to bring one down. You'll receive a bomb in return, so go to town, but shield.



Kerr Moxon shows up to lead a blaster, but you won't get credit for any searchlights or enemies she destroys. Every point counts, so blast ahead and get the lights before she does.



This is a tough sequence, but if you can pull it off, it's worth it. Follow Sissy under the three platforms. As you go, fire bombs at the two barges to clear them off.



Flying under the three platforms will make an upgrade appear under the next tower. Roll to the left to collect it then immediately roll to the right and bomb the next platform.



Swarms of patrol boats will stream ahead of you. This cut the entire fleet with a couple of well-placed bombs. Don't fly too low, or you may smack into a platform.



TO SAR

# SARUMARINE



Sarumarine shoots cannonballs at you from total launchers. Blast them apart to reveal bombs. Use them to destroy the two searchlights on top of Sarumarine's central hub.



Now destroy one of the launchers. As the remaining searchlights function on their own.



Repeat this pattern until the other launchers are destroyed. Bomb the remaining launcher and then the searchlight.



# AREA 6

SCORE 100 HITS



Blow the first squadron for a Laser Upgrade. Use charged lasers or a bomb if you can. Space ones by owl on the center of the main field to start a chain reaction. Be precise!

## CAPITAL IDEA

They're tough, but you can destroy the large cruisers if you target their bridges, which are the high structures located aft. You can also destroy their laser cannons separately for added points. ROB will help destroy a few, but you must answer his hail.



START

Score at least 1500 by the Clock tower



Pick your targets wisely. The space stations are worth four points each, but the fighter squadrons are easier to destroy. Hit the bridges and use bombs when you can spare 'em.



You can't hook on to these missiles, but if you hit the center one dead-on with a bomb, the others will be destroyed along with it. You'll also get Supply Rings for your trouble.



This mission is tricky. It's not very easy to get a lot of points, but it's a great way to test your skills. You'll need to be precise and use your bombs wisely. Don't forget to hit the bridges and use bombs when you can spare 'em.



These fighters will link up into a mega-ship. It takes two charged laser blasts or one bomb to break up the party. You'll receive a Laser Upgrade to a bomb.



Sweep the large ships from here to left to destroy their guns and then their bridges. Give yourself enough time to destroy the bridges, so they can take a lot of punishment.



This mission is tricky. It's not very easy to get a lot of points, but it's a great way to test your skills. You'll need to be precise and use your bombs wisely. Don't forget to hit the bridges and use bombs when you can spare 'em.

UMARINE



TO GO

## GORGON



This battle goes through several stages, but it's important to destroy the energy splines when the core is exposed and to blast the obstacles when the shell is closed. Gorgon will also launch robot fighters and missiles at you.



Eventually, Gorgon will power up the planet killer laser. Bomb it around the edge of the screen to dodge the blast.

Soon, the core will open again. Blast all the energy splines and go after the core. With hyper lasers, it won't take long.



# FORTUNA

SCORE 30  
HITS



Use the target lock as much as possible in All-Rage.

Made battles, especially if you have low-power lasers. If a target moves off screen before it's hit, you may not get the point.



If you need a quick shield recharge, the reactor console is a good place to go.

around the reactor console. Supply Rings. Destroying enemy ships may not give you a Shielding or no console, but only rings will get recharged.

## ROLL WITH THE PUNCH



The Star Wolf team's ships show up as black icons on the radar. When you see one closing in on you from behind, put a loop to turn the tables on it. Then fire away!

# KATINA

SCORE 150  
HITS



Clear out as many enemies as you can before the

Star Wolf team arrives. Though you won't see them, the more enemy ships you destroy, the more energy you'll have when you get a medal!



Destroying the reactor console will give you a Shielding or no console, but only rings will get recharged.

ship. If you destroy them all, the stage will end too soon. Destroy the more enemy ships you can. The more targets you'll have.

## TIME LIMIT



The core is set with many bonus points, which is why you want to drag out the battle and concentrate on the smaller ships. Try to get 150 hits before the core appears.

# BOLSE

SCORE 150  
HITS



Destroy all the enemy towers to open the core. Hit the laser

guns if you need rings and weapons. Treat as many of the second enemy fighters as you can before the Star Wolf team arrives.



Once the Star Wolf team arrives, concentrate on them. If

you defeat them within a certain amount of time, they can be worth up to 10 hit points each. Help your wingman when they need it.

## TOWER TACTICS



After the Star Wolf team is gone, go after the energy relays (the yellow squares) on the tower. The more relays you destroy, the more the tower will shoot at you.

# SECTOR Z

SCORE 100  
HITS



Destroy the first wave of fighters before the first missile

arrives. The second wave will appear just as the missile does. Your wingman will be kept busy, leaving the missile for you.



If you come through Zeeck, Katt will show up. Once

again, you won't get any hit points for any ships or missiles that die or your wingman's destroy. You'll have to beat them to the punch!

## HAIR TRIGGER



Using rapid-fire lasers is the best way to take out the missiles. Even if some are also in firing at the same target simultaneously, chances are you'll get the credit.

# DENOM 2

SCORE 200  
HITS

## FIRST STRIKE



When Star Wolf appears, press Start to skip the cinema scene and regain control. You can spawn off a few shots before Wolf can even blink!

## ANDROSS

When facing Andross's ultimate form, rapid-fire lasers are your best bet. Watch your radar to see which way the eyes turn and try to maneuver yourself in behind them. After you hit them, they'll change course. You can't cut the energy streams that connect them to Andross's brain, but they will cut right through your shields.



Only the beige at the underside of the brain is vulnerable. Swoop in low behind it and roll in the same direction the brain is turning.





**BANJO-KATZOOIE™**







COMING SOON TO YOUR N64 FROM Nintendo

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**NINTENDO**  
**POWER**

# AQUAS

SCORE 150 HITS

## EVASIVE ACTION

The best way to neutralize the myriad dangers in the deep is to press A, B and the R Button continuously. You'll fire lasers, launch torpedoes, and barrel roll simultaneously. Use the brakes to buy more time to defeat as many enemies as possible.



Hit back and target the mines from a distance. Some of these contain useful items. Fly through the first three arches and then blast open a path for a Laser Upgrade.



Aquas has used his bioengineering techniques to mutate the entire life forms that he caught, modify fish and the huge water fish throughout the stage for multiple paths.

START



Access at least 0.3 hits to the Checkpoint.



There's an entire field of these strange mutants located at the mouth of the water water canyon. Hit the brakes and use lasers and torpedoes to wipe them all out.



The canyon is full of electric starfish, and suckers will run down from above. Use your laser cannons in this area to make sure that you destroy every last one of them.



Your torpedoes will lock on to these pillars, but only the cracked ones can be destroyed. Direct the target lock by shooting at your intended target with your



torpedoes just before you launch a Torp. There's also a half-hidden group of sharp-like mutants on the ocean floor just before the pillars.



TO BACOON

## BACOON



Spore's shell is adorned with five large horns. Blow them off for 32 hit points. The weak-like parasite inside the sea scales will charge, but it's easy to roll out of their way.



Now go after Bacoons' horns. Fire torps at the parasites holding the two halves of its shell together, then release everything on the central eye.



# TETRISPHERE™

## THE BLOCK OF AGES

In the beginning, there was a black that filled a two-dimensional video void. Alexey Pajitnav looked at the black and bent it into different shapes. He called it Tetris and said that it was good. And it was good. But the sun rose and fell and a new technology appeared on the firmament, which was called the N64.

Then from Nintendo and H2O there came a new game to the N64, and it resembled the game of Tetris. But this new game was round and contained six modes of play, and it rotated in all three dimensions. And when Alexey looked at it, he declared that it was very good indeed and that his work was done. So who are we to argue?



# READ IT OR WEEP

If you think Tetris, made a lot for Amtrak, think again, just take a few months to learn about Tetrisphere and you'll discover that it's a subtle game, full of rich nuances and a slightly nutty aesthetic. But if you're on those shipping-down blocks-and-following-an-ignorant-chicken line, you'll just make a pig's hair. It's a shame, because before you launch into your first game, we highly recommend spending five minutes at the Training Mode to pick up the basics.

## BASIC TRAINING



Listen up, recruits. Compared to military basic training, 3D Tetrisphere will seem like a picnic. You'll learn where to place blocks and how to score combos, and no one will ever shoot at you. You'll also learn about power combos, sliding and magic items, which you can pick up by making combos of 20 or more. Magic items upgrade to more powerful versions if you make more combos before using the magic.



## ADVANCED PLACEMENT

Basic training for beginners and programmers, but if you really want to master Tetrisphere without giving up your social life, then the Advanced Training mode is for you. Concepts such as X-Clear multipliers, Gravity Combo and Fuse abilities are introduced. You'll also learn to take out the Crystal blocks—those kooky blue blocks that always seem to get in your way. As your understanding of the game deepens, your scores will soar.



By using the R Block, you can clear out Crystal blocks, advanced technique in the use of Gravity Combos.



## PUZZLING EVENTS

The Puzzle Mode challenges you to sort, slide, and drop equivalent of our 3D physics, which is to say that it requires lots of intricate little bits. In Puzzle Training, you'll learn that in addition to dropping matching pieces, you can also slide pieces. Each puzzle consists of several pieces and a number of slides and drops. Your goal is to break all of the pieces with a limited number of items. You'll also learn to zoom in and out using buttons.



Using slide and drop moves, you can clear any puzzle combination with surprisingly few steps. Training shows you the basic slide and drop moves.

# PERFECT PRACTICE

The Practice Mode lets you test yourself in various conditions that might occur in a regular Tetris game. For instance, you can use up to six types of pieces in depth of five, four or and require up to 99 core pieces to be exposed to win. At the higher end, the Practice mode can go on practically forever.



## GET IN SHAPE

In Tetrisphere, the idea is to match similarly shaped pieces to each other in order to peel them off the sphere. This is a much different concept from the action in Tetris in which you attempt to fit pieces together to form unbroken rows. Still, Tetrisphere uses six different shapes of blocks in the higher levels, and in the practice mode you can work with all six of them to prepare yourself for the more advanced stages to come.



Some pieces add to these shapes above and to have one side fit onto the other. Each shaped piece is able to be matched to a pair. Finding a drop would be the same strategy you use to match pieces.



Looking for all recognizable configurations with some pieces can take a lot of practice. This form will take all four L-shaped pieces at once. Don't just look for shapes though—look for matching colors, too.



## PEELING TO THE CORE

The higher the composition of inside a sphere, the more pieces of various shapes you strip away the layer by fitting a shadow over a block on the sphere, then dropping the current piece.

All the matching pieces that are properly aligned will break off also, revealing more pieces below. At the core is an image of a little character. When you reach it, light will burst out. You may have to uncover a large portion of the core to win certain modes.



# ONE TRACK MINDS

Anybody can beat a human opponent. All it takes is look-it-thid-ision, bribery—heck, even skill can do the trick. But computers aren't so easily defeated. Just ask Gary Kasparov, the best chess player in the world who got dominated by a computer. The ultimate test of brains comes down to man vs. machine, and if you think you can beat the NBA Tetrisphor team (no, I'm pulling the power cord) then you've got a worthy challenge and fun modes in which to prove yourself equal to a few ounces of silicon. We would wish you luck if it weren't painful.

## RESCUE

Rescue may be the most appealing of all the modes of Tetrisphor, because the goal is to open a hole large enough to let a little guy escape from the core. The trick is to create or enlarge a single opening in close proximity. If you manage to concatenate your drops, you'll have a hole and rescue the prisoner. Although puzzle players will love it,



As you do your best not to expose the path, create the sphere so you can see places from the side. You may be able to see if there are any multi-colored stacks that you can break.

## HIDE & SEEK

Hide & Seek is tetrisphor's most varied of all the modes of play. In fact, there are nine different ways to play Hide & Seek, which are listed below. Oddly enough, this mode follows a sort of story in which several characters hide from you inside the sphere. One challenge follows randomly after another in three episodes, so you never know what to expect.



ALL I KNEW HOW TO MAKE HIDE-SEEK GREAT!

## multi

In Multi, your goal is to completely uncover one character of a character. The picture will be located on the core, so you'll have to dig down through several levels. Once you see a corner of the picture, start watching the hole.



## drill

In Drill, all you have to do is locate one of the pink drill bits, then start digging down to the core of the sphere. Each Drill bit marks the location of a character's image below on the core. Uncover it to win.



GYM

THE GYM



## brick

The usual bricks in a Tetris-style grid of brick pieces to dig out. In this version, you have to dig down to reveal a picture below. What this has to do with the other N64 minigames isn't fully explained, but it's not a bad idea.



## tower

In the tower variation, a cross-shaped tower appears on the screen. In its job is to dig down at the pieces around the tower to reach a picture below on the core. This one is a lot like The Drill, but you don't completely uncover the marked image in order to win. Since the tower moves quickly in the game, you don't have much time to ponder your next move.

## hide + seek

This version is pretty much the same thing as Before. One character is trapped inside the core and you have to break him out. It's all a matter of opening up a hole large enough for the character to escape.



## unique

There's another variation on the Drill theme, so the fact that it's called Unique is just a clever coincidence. In this drill game, you don't just dig and uncover the set-up image on the core. You'll have to rearrange the pieces to solve it.



## shift

In another drill variation, you're in the Shift Option. In this one, there are 16 drills on the surface of the sphere, and a piece of the core picture is hidden beneath each one. You have to fit all the pieces' faces side them together.



## connect

Beneath the 16 drills you'll find an image with lines connecting it to other images on the core. You'll have to connect all the center-to-center pictures to meet this difficult challenge.

## crystal tower

It's like the usual tower, except it's a tower of crystal. In this version, you have to dig down piece by piece to the tower's core and uncover the picture. You'll have to work your way in from the sides to reveal the picture.



## PUZZLE

You must both move and fire pieces to solve the puzzles in this mode. Since most of the puzzle's building blocks float, part of the trick is where pieces drop into new matches and combos follow. When you rotate the sphere to the side, you may see how the pieces are stacked. With 100 puzzles, each tougher than the previous one, you should have a rough frustration level built up to infuse a blimp.



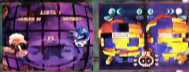
## TIME TRIAL

In this mode, the idea is to see how far you can go, and how much you can score, in five missions. You have to uncover the gems to reach the next level, so digging deep as quickly as possible is the best strategy. Moving pieces to form matches and combos in one area is a quick way to reach the core. You can get the special item option in this mode, which can help you reach the core.



## VS. CPU

You can play against the computer as if it were a human opponent in the Vs. CPU mode. The screen splits into two halves, but your brain may shatter into a million pieces from the strain of staying ahead. Your goal is to score combos that handicap your opponent while digging down to grab the core. Computer characters such as Rocket, Wheelz, Gear and Gyro show up to challenge you with increasing levels of difficulty.



On the lowest level, I difficulty, you face Rocket. If you win, you'll move on to face new computer-controlled characters who are more difficult.

As a ghost grows, it indicates that the player is in trouble. That's the time to pile on pieces by scoring combos.



Exposing the core is the easiest way to win, so concentrate on digging deep and making pieces. Always look for opportunities.

By scoring combos, you'll drop off the timer, so you'll have more time to work on your opponent's sphere.



# BUTTING BRAINS

If you'd like to put your brain on the line, invite some friends to play *3D Mode*. The goal for each player is to achieve a pre-determined number of core pieces. Still, each player can choose the number of core pieces to expose; you can handicap matches. The strategy is straightforward, block blocks to your opponent's sphere, by getting corners and exposing the state as quickly as possible by moving pieces.



## TETRISPHERE TOURNEY



Up to eight players can join in the tournament mode, each one challenging the winner of the previous match. Each match consists of a best of three, five, seven, or nine contest. Before the match, players can choose between seven unique characters with a variety of Speed and Pull settings, which give you different speeds for the cursor and the quickness of the pulling action. As in the regular VS Mode, the object is to uncover a pre-determined number of core pieces.



Totals		
TIME 07:47	SCORE	33
3	X COUNT	0
107	PIECES REMOVED	123
04	PIECES SENT	28
2	CORNER EXPOSED	7
00 400	SCORE	70 000

### WIN



Having finished the VS tournament, players begin each game with equal core pieces. The first player appears randomly, but once a player reveals the same pieces in order, so all things are equal. The faster players draw pieces through the core, the faster they are to get multiple core opportunities.



# EPISODE THREE: BIG BANG THEORY

# BLAST CORPS



GOTTA HAND IT TO THE LOCAL BOYS IN BLUE, SINCE THEY GOT THOSE SPEEDERS CLEARED IN RECORD TIME.

YEP THEY MOOT CERTAINLY DID.



SOO BAD THEY DIDNT CLEAR THEIR CAR.

THE STORY SO FAR: As a defective nuclear missile carrier careens across the country, the only hope of preventing a catastrophic explosion rests with Blast Corps, an elite team of demolition vehicles and technology available like the amazing Cyclone Sub—they've freed scientific expert Professor Nash from a mysterious high-security government lock-up run by the tyrannical Col. Barker, a man with his own score to settle with BLAST CORPS. As they prepare to detonate the nukes in the nearly abandoned town of Tumble Gulch, the team discovers a lone resident right in the path of destruction!

# WOULD-KRASSSHH!



THAT'S WHY WE GOT YOU BEHIND THE WHEEL OF THE GODAWFUL BIG GUY.



YOU KEEP DOING YOUR SHINE RIGHT ON INTO TUMBLE GULCH AND I'LL BE GIVING YOU A HARD CAMPER.

ANYWAY, THIS IS  
HOME BASE. HOW'D  
OUR FAVORITE  
ALPHABET NUCLEAR  
CARRIER DOING?



ANYWAY,  
HERE. SO FAR,  
THE RUNAWAY  
WAGON DEPARTED  
200 YAK FROM ITS  
PREPARED-PAVED  
COURSE...



BUT I  
DON'T THINK  
IT'LL MAKE IT  
TO THE  
DECONTAMINATION  
SITE BEFORE  
BLASTING.

BRING  
US CLOSER TO  
THE CARRIER, CLARK.  
I'M NOT SURE HOW  
ANYWAY, WE'LL BE WITH  
THE J-BOOM'S JET  
PACK.



HERE GOES  
NOTHING!



YOU  
TAKE CARE OF  
YOURSELF, WASH!  
I DON'T WANT YOUR  
SLOPPINESS RUINING  
BLAST COOP'S  
UNFURNISHED  
REPUTATION.

WOULDN'T  
DREAM OF IT,  
AMBER. I'LL GUARANTEE  
THE NUCLEAR MATERIAL  
FROM THE DECONTAMINATORS  
WITH THE UTMOST  
CARE...



...IT  
REMAIN HATED  
TO EMERGENCY  
THE COOP'S

DON'T  
YOU CARE  
AN FRANK  
DON'T YOU  
DARE.







WELL, I  
GOT THIS BELLY  
OPERATION LET'S SEE IF I  
CAN BRING SOME  
MAJOR SURGERY

HON  
AND THE  
PHYSICIAN,  
DADDY!



THEY'LL  
NEVER PUN  
THE P'AND AGAIN  
THAT'S FOR  
CERTAIN

ALL  
THINGS OF THE  
COMING ARE  
PEPPY BADA  
COMING!



GET  
THE LEAD OUT  
PROFANE LOOKS  
LIKE THE CARRIAGE  
AND PLOD IS MOVING  
ON THE FORT  
MOUNTAIN

MURPHY'S  
LAW GANG,  
MURPHY'S  
LAW



THAT'S AN  
OUI, WE PREFER  
GET THESE CHARACTERS  
AS FAR AWAY FROM  
HERE AS POSSIBLE.



MISSION  
ACCOMPLISHED.  
BRIEF, I HAVE TWO  
CANDIDATES.

EXCELLENT  
JOB,  
PROFESSOR!

MOVE  
BACK, THIS  
IS SPACE.  
I BELIEVE  
WE HAVE A  
BIT OF A  
PROBLEM  
HERE.

GO  
AHEAD,  
SIR. WE'VE  
THE PROBLEM.

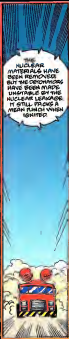


YOUR  
BROCK  
DOWN ANY  
QUITE AS  
DEAD AS YOU  
THOUGHT WE  
WOT AN OLD  
TINER HERE,  
AND SAID HE'S  
BEEN LIVING IN  
TURKISH BUNCH  
ALL HIS  
LIFE!

THOUGHT  
THIS CONTRACTOR  
WAS THROUGH THE  
END NOW, COULD I  
HAVE BEEN WRONG?  
HOW MANY'VE BEEN  
WRONG IN SEVENTY  
YEARS, WOULD  
IF IT'S STILL FROM  
THE SWAY?



OH BOY,  
YOU BETTER GET  
OUTTA THERE  
FAST, SOME. THE  
CHARACTER IS OUT OF  
CONTROL, ALRIGHT,  
AND IS HEADING  
YOUR WAY!



THE NUCLEAR MATERIALS HAVE BEEN REMOVED BUT THE DECONTAMINATORS HAVE BEEN MADE UNSAFE BY THE NUCLEAR LEAKAGE. IT STILL TAKES A YEAR TO GET THEM REBUILT!



DON'T HAVE ENOUGH TIME TO GET THIS BUS OUT OF HAZARD. WE'RE GONNA NEED SOMETHING A BIT FASTER.

WHRRRRRRR



CAN'T OVERTAKE THE BUS. GOT TO CATCH UP TO AN EVENT-UALITY!



STILL GOT A LOT OF LEVIN' TO DO BEFORE I CAN IN MY CHAPS INTERESTED IN GOIN' FOR A RIDE, OLD MAN?



RIGHTS. I'D LIKE TO INTRODUCE YOU TO BALLISTA, OUR ONE-WAY TICKET OUTTA THIS PLACE.

THAT'S ONE FANCY-LOOKIN' BIKE!



CIMON, CIMON, MOVE IT!



SORRY ABOUT THE TIGHT FIT, THE SEATBELT USUALLY ONLY CARRIES ONE.

NOT ENOUGH ROOM BACK HERE TO CHANGE MY MIND.



HOLD ON! YOUR DENATURED OLD-TIMER 1966 MIGHT BE ROUGH!





SPIKE, ARE YOU THERE?  
DO YOU COPY, SPIKE? THIS IS  
HONEY BEEZ, SPIKE??

PLEASE  
ANSWER.

SORRY  
FOR BEING  
HOOOONNNAARRRRR.  
BOOP. I WAS JUST  
SHOWING HONEY  
HONEY HOW TO PUP  
A WHEELBY.

QUITE  
ALRIGHT  
SPIKE. NICE  
TO KNOW  
YOU MADE  
IT OUT  
OK.

JUST  
IN CASE YOU  
CARE, WE'RE  
FINE. THE  
GAMERS HAVE  
BEEN PLACED  
IN  
CONTAINMENT  
AND  
ARE READY  
FOR  
PROPER  
DISPOSAL.

NOT  
SAY  
IF I DO  
SAY  
SO  
MYSELF.



GOOD  
JOB,  
EVERYONE. I  
WISH WE  
COULD  
DO  
IT.

LET'S  
HEAR  
IT  
FOR  
BLAZZ  
CORP.



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Based on an original story  
by Lynch/Lynch

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# ROBOTRON 64

Save your pocketfuls of quarters, because Midway's revamped and recalculated its frenzied '80s arcade shoot-'em-up, *Robotron 2084*, into the even more delicious and ballistic *Robotron 64*. Now, the hyperactive action dazzles you in 3-D, and that's quite a chunk o' change.



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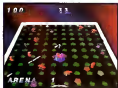
## ROBOTRON 2084 MEETS THE N64



In the early '80s, arcade addicts entered the apocalyptic world of *Robotron*. Set in 2084, it was a future when humans had perfected their ultimate creation—a robot species called *Robotrons*. Of course, along with being the supreme and perfect robot race came a tremendous ego, and in the dim view of the future, the *Robotrons* had concluded that humans were inferior and inefficient. The machines set out to destroy all humans, but their extermination program encountered a glitch when Eugene, a genetically-engineered superhuman, entered the arena. Only one human family survived,

and it was up to Eugene to blast away the danger for extinction. Now in 1997, as primitive as the original may seem, its relentless shoot-'em-up appeal still endures, and

revamped in 3-D, *Robotron 64* seems even more futuristic than 2084.



This isn't your daddy's *Robotron*. The frantic shooter is resurrected into a 3-D arena, blasting with more swarms of enemies, missiles and obstacles.



# NEW ROBOTROUBLE AND ROBOTRAUMA

Everything about the new N64 version of *Robotron* is more frantic and furious than its predecessor. Mills of new enemies swarm the 3-D arenas at lightning speed. In the background, quick and aggressive techno-music underscores your desperate attempts at preventing your impending doom. If that's not enough of a dizzy spell for you, hit the Z Button to subvert your screen with a wide array of psychedelic rainbow patterns and kaleidoscopic no-deed solafishes. And maybe, if you can keep your head from spinning, you'll find the all-new arsenal of weapons and power-ups.



## FIVE VIEWS OF THE BATTLEGROUND

*Robotron 64* throws so many enemies at you that you may need to change camera angles to avoid getting smothered. Switch to First View for a first-person perspective challenge—since you don't have eyes in the back of your head, you'll have to keep your back to the wall. In Smart View, the camera will automatically zoom in or out depending on your location, while Third View keeps Eugene centered in the screen. For the classic perspective of the arcade game, try Overhead View. The ideal view, however, is Arena, in which the camera tilts closer to the floor the closer you are to the front of the battlefield.



## DOUBLE JEOPARDY

What really set *Robotron* apart from other arcade games was its dual joystick—one controlled your direction of movement, while the other controlled the direction of your fire. *Robotron 64* remains faithful to its source (unlike the laudicrous race of robots, as it enables you to plug in two Controllers for double Analog Stick action). The game is pure gunfighting, and just like in the Old West, you can have two fistfuls of gunfighter power.



Play *Robotron* as if it was meant to be played—with two Control Sticks. You have the option of playing in two Controllers for "Twin Fisted" game play.



By hooking up two Controllers to your N64, the Control Sticks can direct which way you walk or fire, just like in the arcade version.

## THE NEW ARSENAL

It's a few hundred against one, so it's only fair that you should have some fancy power-ups at your disposal. Beat robots with your Flame Thrower or two—three or four! Way Shattering. To safely absorb enemy attacks, grab the Shield. The power-ups may not put you on equal footing with the Robotrons, but they'll surely help you kick some bot.



# ROBOTRON TACTICS

**01** Robotron 64's basic survival strategy is to always be moving and firing. Remember that you can shoot in eight directions, including diagonally, to blast the robots. You can fire recklessly, since your stray lasers won't harm the humans. However, rescuing the humans is your priority, so save them as soon as possible. For extra help, experiment with different combinations of running and shooting to find the secret power-up codes.

## HEAD TO THE ARENA'S EDGE

**02** When you start each level, you land in the middle of the arena. In center stage, you're easy prey for the robots that can surround you from all sides. Before they close in, speed to the edge of the arena, then run along the perimeter as mapped out in our 3-D diagrams on the right. By skimming the arena's perimeter, you'll need to shoot in only five directions, since the wall will protect one of your sides from attacks. Unfortunately, the clever Robotrons anticipated this tactic, and they'll try to counter-attack with lasers or tanks that cling to the arena's sides.



You're most vulnerable when you're out in the open, since the Robotrons can trap or grab you from all sides.



Robots will close in on you if you stray in the center, so don't let them box or blow you as you run to the arena's edges.



## MORE BLOODY ROBOTSPY?

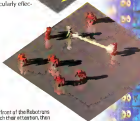
**03** It looks like the humans developed artificial intelligence that was a little too intelligent! The Robotrons have outsmarted their creators by figuring out how to manufacture more automotons on their own. The Quarks and Spheroids are virtual mobile robot factories, and they'll spawn armies of Tank and Enforcer Robotrons. Target the Quarks and Spheroids as soon as you spot them, or they'll spawn out more robots and turn the arena into a mosh pit filled with mechanical reneades. Once you've terrorized the Robotron spawners, seal in the humans before they wise out.



In 2004, it's not humans but robots who manipulate the world: The Quark and Spheroid Robotrons produce more robot enemies, so aggressively crush their systems before they overload the arena with their armies.

## FOLLOW THE LEADER

The Robotrons are on a mission to seek and destroy, so let them follow you, then lead them to their doom. The robots tend to have a mob mentality. They'll mindlessly home in on you once they spy you. As shown in our diagrams to the right, blast away an escape route, then initiate the perimeter-circling tactic. Run to the arena's edge, then initiate the perimeter-circling tactic. As you run along the arena's borders, the robots will flock together in their attempts to intercept you. With your toes concentrated into one massive target, you can focus all of your firepower in one direction. The Gas Gun is particularly effective in this situation, since its toxic cloud knocks out entire areas of enemies.



You'll give your reflexes a workout if your enemies are chaotically spread out around the arena. You'll have more of a fighting chance if you can group your enemies in one spot.



Run in front of the Robotrons to catch their attention, then lead to the perimeter. They'll eventually form a mob as they chase you, and you can easily target them.

## ZAP ELECTRODES

Hazardous Electrodes pollute the area, making it more of an obstacle course than an arena. Most Electrodes are laser-impervious, but you can use the Deflector Electrode to your advantage. When you shoot one, it can amplify and bounce your laser around the arena. Electrodes are also handy for losing robots—many Robotrons walk in a straight line to reach you, and if an Electrode's in their way, they'll walk into it.



Apex walking into Electrodes, because they're high-voltage zap tactics. Transformer Electrodes like those in Level 100 emit lasers to create an electrified maze.



The shocking truth about Electrodes is that they sometimes look like power-ups, so be careful when you're seeking how many you may end up as a broken logpile.

## THE LAST ROBOT

Humankind's on the verge of extinction, so saving Mickey and his family will earn you plenty of points as well as the gratitude of the human race. The Robotrons can easily distract you from saving the last family, so if you don't have time to save the humans, wait until only one robot remains. You'll enter the next level once you pull the plug on the last robot, so save its destruction until you rescue all the humans.



You'll progress to the next level once you clear the arena of all robots (that's don't count), so save one until you've rescued all of the humans.

# I, ROBOT: THE ROBO ROSTER

All the classic robots from the arcade version return in *Robotron 64*, but the characters have more depth now since they've been remanufactured in 3-D. The Grunts, Hulks, Spheroids, Enforcers, Tanks and Quarks from the original interface, but, for the time out, they're wired to be more wily and wanton than before. Brains, Nanobots, Arts and Bees also swarm in to squish the humans out of existence. As a one-man army, you won't have it easy battling the robot uprising. Study our enemy schematics so you can throw a wrench in their plans.

## GRUNT

This is the 3-D version of the most common Robotron enemy. The Grunts (Ground Loving Unit Network Terminators) are drone robots that will relentlessly, albeit unobtrusively, pursue you. Since they're not very tricky, you can easily outsmart them and earn 100 points for zapping them.



## JETPACK GRUNT

Keep your eye on the sky, because the Jetpack Grunts will rocket above you, then sly-sly dive down and use you to break their fall. You can't hit them when they're airborne and some camera angles make it difficult to tell when they're hovering, so find a suitable view.



## SPHEROIDS

They look like life preservers, but they're definitely not life savers. One of the toughest of the four varieties of Spheroids is the Megaroid, which requires numerous hits before being deleted; focus your firepower on the Spheroids and blow them away as soon as possible or they'll go haywire spawning new legions of Enforcers.



## QUARKS

Like Spheroids, Quarks spew out more pesky Robotrons. The four types of Quarks each roll out a different type of Tank Robotron. You don't want to tread on the Tanks, so stop the robot mass production in its tracks by quickly blasting the Quarks. Your Quark extermination fun can earn you 1000, 1500, 2000 or 2500 points.



# BRAIN

The Brains will have you thinking twice about which humans you should rescue. As soon as a Brain berops heads with a hurron, it will reprogram the person into an evil Frog zombie. You'll have one less human to save, and one more enemy to fend off, since the brainwashed human will turn its your direction and try to attack you.



# ROBOTRON 2084, 1996 & 1997

Almost 15 years after infiltrating arcades, Robotron 2084 got a new life last year on the Super NES. Along with Defender I and II, Joust and Sinistar, Robotron 2084 stormed into homes packed in Arcade's Greatest Hits. The Super NES versions are identical to their arcade counterparts, so older gamers can relive the heyday of arcade games, while younger players can experience video game history. A year after the Super NES Robotron entered households, Robotron received a complete overhaul for the N64. Robotron's theme of "shoot everything in sight" is still intact, but with the N64's 3-D capabilities, the game flaunts a new perspective. Now, there are more enemies with more fire- and brainpower, and you can even



# MEGA BRAIN



In higher levels, the Robotrons will battle you with more brainpower in the form of the gargantuan Mega Brains. To down the brains, play it smart and blast it multiple times to melt 3000 points.



battle through the eyes of Eugene or from any of the many roving camera angles. Robotron 64 may seem overly simple compared to other N64 games, but that's not to say the game isn't challenging or addictive. With hundreds of levels and the fate of the human race at stake, just how far can your head-eye coordination get you? We begged the testers at Midway and they gave us their personal bests.

# INDESTRUCTIBLES

Incredibly, the Halos are indestructible. The four types of sturdy Robotrons are some of your biggest threats. Concentrate on saving any human who is near a Halo's claws. You can't destroy the robots, but by blasting them and you may slightly stun them.



**MIDWAY'S BEST TESTER SCORE:**  
8,000,000,000 + ON THE  
"NORMAL" SETTING

**HIGHEST LEVEL REACHED BY  
MIDWAY'S TESTERS:**  
LEVEL 153 ON THE  
"INSANE" SETTING





THQ scores a strike with a Super NES bowling game that is in its own league!

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 TOURNAMENT OF CHAMPIONS are registered  
 trademarks of the Brunswick Corporation.

## A Striking Game

You can put your bowling ball in the closet and hang up your shoes! This month THQ breaks out a Super NES ten-pin experience that rivals the actual look and feel of going to the lanes! While some bowling Paks only give you a "line 'em up and roll" style of game play, Brunswick World Tournament of Champions recreates almost every variable and nuance involved in knocking down the pins. Ball type, curve, spin and even the amount of lane oil are just a few of the factors that you'll have to take into account before you bowl your first frame. But just because this bowling game is incredibly thorough, that doesn't mean that it's too complicated to be fun. And because it lets you team up with, or face off against, three other friends, this is one bowling game that lets everyone get in on the fun!



## Options Galore

This game is so packed with options that there really are too many to mention here, but we'll start by filling you in on the ball selection. There are 16 different bowling balls to pick from, each with its own pluses and minuses, depending on the lane you're playing on. The lanes themselves also play an important role in the six tournaments because of their oil differences, so the game gives you the option of practicing on all seven types before you try to take a title. There are also two leagues to choose from, and you can choose between short and long tournaments so you can choose the one that fits your schedule. And as if you didn't already have enough decisions to make, you can even choose the color of your clothing!





## The Pro Players

Besides being able to create your own bowler, you also have the option of playing as one your favorite pros from the PBA tour. While adopting a pro's persona won't guarantee you a win, the confidence boost it provides may make all the difference between leaving pins standing and scoring a strike.



### Mike Roy Williams Jr.

**Average 225.28**  
**Right-handed**

Inducted into the Hall of Fame in 1995, Williams has set PBA records for most 300 games in a tournament (6), most games bowled in a year (1,300) and the most 200 games in succession.



### Mike Aulby

**Average 218.94**  
**Left-handed**

While Mike Aulby is not a bowler who's prone to boast, he is perhaps the most beloved player on the PBA tour because of his laid-back character and his near-perfect performances.



### Paulsen Bohn III

**Average 221.70**  
**Left-handed**

A traditionalist when it comes to his approach and arm-swing, Bohn was a perfect pick for the post of Ambassador for the American Bowling Congress.



**Mark Roth**  
**Average 214.00**  
**Right-handed**

Widely believed to be the father of the modern game of bowling, Roth won enough in 1984 to surpass the truly impressive million-dollar mark in his career on the tour.



### Johnny Petraglia

**Average 214.64**  
**Left-handed**

Referred to as "Rag" by his fellow pros, Petraglia is a living legend in the PBA, having spent 30 years dedicated to the sport. Try playing as Petraglia in his own tournament!



### Randy Pederson

**Average 219.39**  
**Right-handed**

Having taken 11 tournaments by mowing down some of the toughest competitors in the PBA, Pederson is one of the best (and most feared) professional players in all of bowling.



### Mark Williams

**Average 219.39**  
**Right-handed**

He's won two titles in the Firestone Tournament of Champions, so there's no question that besting Mark Williams is going to be a major challenge for any player in the PBA.



### Justin Hromek

**Average 218.32**  
**Right-handed**

It's still early in Hromek's career as a professional bowler, but since he's already done so well in the PBA, we can safely say that there are lots of tournament titles in his future.



### Ricky Ward

**Average 217.54**  
**Left-handed**

Like Hromek, Ricky Ward has only begun to work his way up the PBA rankings, but he definitely threw the ball like a world champion when he won the Johnny Petraglia Open in 1993.



### Curtis Odum

**Average 217.33**  
**Right-handed**

Curtis Odum may not have any tournament titles to date, but his earnings have been consistently high. Maybe you'll be able to help Odum bring home his first video bowling title!



### Steve Jaros

**Average 216.52**  
**Right-handed**

Steve Jaros plays in the PBA on only a part-time basis, but you would probably never know it by looking at his two major titles and the impressive size of his yearly earnings.

## A Pro of Your Own

If you want a bowler that reflects your personality, creating your own pro is the best way to go. Besides picking the perfect ball and deciding which hand you'll bowl with, you'll also get to determine the color of your clothes!



## Learn Your Lanes

The lanes in the game have all been treated with oil to keep the surfaces nice and smooth, but the resulting "oil patterns" can dramatically affect your ball's behavior. Try practicing on these patterns before heading off on the tour.

### Pattern 1

This lane pattern has a heavily oiled center stripe, causing balls rolled down the edges to hook toward the middle. It's one of the easiest patterns to bowl on, so you'll probably be rolling strikes in just a few frames.



### Pattern 2

This pattern, with its heavy coating of oil across the width of the lane, can be quite challenging for even the most experienced players. Don't bowl towards the lane's edges or you're bound to roll into the gutter.



### Pattern 3

With a wide but short area of oil, this lane pattern will start hooking your ball sooner rather than later. Because of this, you should venture only a little way off center to find the strike zone.



## Join A League

Leagues allow you to forgo the six major tournaments in favor of smaller battles against human or computer opponents. In the Singles League, it's every bowler for himself, while in the Teams League, you can bowl with or against friends.

### Singles League

In the Singles League, four bowlers (all of which can be human opponents) can battle it out as individual players. In both leagues, you can customize some really cool features, including the number of games in a match and even the method for scoring.



### Pattern 4

This lane has a short and narrow area of oil, causing the ball to hook early when it's thrown down the center and even earlier if you bowl down the edges. You'll have a strikefest once you find the lane's sweet spot.



### Pattern 5

With a longer and wider coating of oil, this lane makes your ball hook as it closes in on the pins. While strikes will still be relatively easy to make with this kind of pattern, spares will be much more difficult.



### Pattern 6

Any ball not bowled directly down the center of lanes with this oil pattern is liable to hook early. Try sticking close to the middle of the lane to make strikes, and stay away only if you're shooting for a spare.



### Pattern 7

This is a mysterious oil pattern; it's definitely the most difficult to master simply because you won't know how it will affect the ball until you've played a few frames. Say so long to those easy strikes!



## Teams League

The Teams League includes four teams that face off on the lanes in groups of four players. Up to four human players can get in on the fun, allowing you to either team up to take on the PBA's best bowlers or split up and compete against each other with the help of the pros. Given that the Teams League provides so many ways to play, gaining up is a great way to play.



# Tournament Time!

If you're bowling like a pro, it's time to head to the tournaments and test your mettle against the FBA players. In this mode, you can determine the lengths of the tournament. Unless you have lots of stamina, we suggest that you start with a short one.

## Brunswick World T.O.C.

Being the most prestigious stop on the tour, The Brunswick World T.O.C. is open only to those who have taken the title in either the Johnny Petraglia Open or the Bayer Brunswick TPC. Keep in mind that after every game you play (tournaments can have more than 424) you'll earn a password that lets you return to that point in the match. It can be quite useful if you begin to falter late in the tournament.



To bowl extra, place your left foot on the fourth marker from the right, and aim the ball between the second and third arrows from the right! These tips are for right-handed bowlers. If you're a lefty, substitute "right" for "left" in these directions and you'll do just fine.

## Bayer Brunswick TPC

Besides the Brunswick World T.O.C., this is definitely the most difficult competition on the tour. Its lane oil pattern is described as being of only average difficulty, but it's a lot tougher than most of the other tournaments where you'll sometimes face easier patterns. You should probably bowl a few practice rounds on patterns 5 and 6 before entering the Bayer Brunswick TPC.



Practice is real the key to taking this title, but we can offer a little advice on foot placement and lining up the ball. Use the same left-foot position as we suggested for the Brunswick World T.O.C., but place the blue cursor over the third arrow from the right and make minor adjustments as needed.

## Johnny Petraglia Open

Named after one of the game's playable pros, the Johnny Petraglia Open is a bit easier to win than the Bayer Brunswick because its lane oil pattern is easier to bowl.



If you want to take the tournament's title, try this strategy: Stand with your right foot on the floor marker that's third from the right, then move the blue cursor over the arrow fourth from the right from the right. Now power up to maximize and roll down the pins!

## Las Vegas Invitational

If you're looking to improve your luck in tournament play, go to Las Vegas where the oil pattern is always easy. It will make your odds of picking up the title much better than they are in any other competition.



Here's the way to bowl a perfect frame in Las Vegas: Position your left foot on the fourth floor marker from the right, then move the blue cursor just to the right of the third arrow from the right. Odds are that this technique will put you on the leader board!

## Quantum Open

The Quantum Open is a bit tougher than the Las Vegas Invitational, but it's much easier than most of the others.



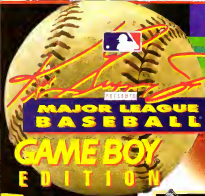
The Open has an easy oil pattern. Stand to the left of the floor marker fourth from the right and aim to the right of the arrow third from the right, as you did in Las Vegas.

## Combat Zone Classic

If you see bowling as a battle and your competitors as combatants, then you'll love this tournament's theme!



If you line yourself up the same way you did for both the Quantum Open and the Las Vegas Invitational tournament, you'll bowl a great game in the Combat Zone Classic.



**d**o you have what it takes to smack a Randy Johnson fastball over the left field fence or mow down Mo Vaughn with a nasty slider right over the heart of the plate? Here's your chance to find out. Nintendo's newest sports Pak, Ken Griffey Junior Presents: Major League Baseball for the Game Boy, puts all the excitement of the big leagues in the palm of your hand, including all 29 pro teams and their actual players. Grab your Game Boy and Go Yard With Griffey!



## SWUNG ON AND BELTED!

**R**eaders, if you read this, baseball pros and fans alike will be going up for the division pennants, races and taking odds on which ball clubs will make it to this year's World Series. What better way to get into the swing of post-season play than holding your own World Series, courtesy of Nintendo's Ken Griffey Junior Presents: Major League Baseball. Based on the hit Super NES game of the same name, this portable Pak sports the same features that made its predecessor such a hit among both casual fans and aficionados, including an auto-fielding option, a running tally of player stats and batting averages in Season Mode and the option

of playing with or without a designated hitter. Nintendo has also made some very notable additions and improvements to this 4-megabit version of the game. Not only can you now trade players in Season Mode, you'll be managing and fielding full rosters of real-life major leaguers. This Pak includes every player in every starting lineup, from the lowest bench warmers to the game's biggest names, like Barry Bonds, Tony Gwynn, Kerry Linton, Greg Maddux, Hideki Nomo, Mike Mussina, Frank Thomas, Albert Belle, Alex Rodriguez and, of course, the Seattle Mariner's star outfielder, Ken Griffey Jr!



Choose from all 29 pro teams in both leagues. If you didn't catch any of the earlier league play this year, here's your chance!



This version uses the same engine as the Super NES version. Players are larger. They what you see in other Game Boy baseball games.

## PLAYS OF THE DAY

This game comes equipped with five different modes of play, including Exhibition, All-Star Game, Home Run Derby, World Series/Playoffs and Season Modes. We'll do a quick run around the bases on each mode before we slide into some strategies and a scouting report on the teams and their key players.

## MODES AND OPTIONS

With the exception of the Home Run Derby, each mode allows several options to be turned on and off before beginning play, including one that allows you to just manage a team and let the computer control it during a game. In some modes, you can also check out player stats, league standings and game schedules.

**EXHIBITION** Exhibition mode is a one-game challenge between any two teams of your choice. You can pit division rivals against each other or set up a fantasy, inter-league challenge. It's all up to you!

**ALL-STAR GAME** The All-Star Game lets you find your own answer to the perennial question, "Which is really better, the American or the National League?" Lineups include the top players from each league, and even the benches are populated by powerhouses

**HOME RUN DERBY** Match bats with Griffey and see if you can smack more home runs in a head-to-head duel. Players are given ten outs, with anything that's not a homer counted as an out. A computer-directed Griffey goes first, followed by a slugger that you control. Swing away!

**WORLD SERIES/PLAY-OFFS** Even if your favorite mudhens have never made it to post-season play, here's your big chance to set up an October Surprise for them. It's a seven-game series

between two teams of your choice.

**SEASON MODE** Take the helm of your favorite ball club and lead them through a 26-, 78- or 162-game season. You can trade players, restructure the lineup, shuffle the pitching rotation and more. You're manager, coach and player!

## DOUBLE PLAY

If the computerized ball clubs aren't enough of a challenge for you, you can also match your skills against another player in Exhibition Mode play. With a Game Link cable, two Game Boys and two Game Paks, you can set up any major league challenge you can imagine. Even though the other player makes armor available, you can still keep track of your stats and conduct your own mock season, play-off series or World Series.

## SELECT GAME TYPE

EXHIBITION  
ALL-STAR GAME  
HOME RUN DERBY

## LEAGUE STANDINGS

## PLAYERS &amp; SCHEDULE

PLAYERS & SCHEDULE



As good as the All-Star game, you still can't beat the unpredictability of a human opponent!



**8**s we mentioned, this game includes all 26 major league teams and their actual rosters, and each player has been programmed according to his real-life counterpart's stats. Most of the strategies you'll use out on the diamond will depend on who you have in your lineup, but here are a few general strategies that most any team can take advantage of at one time or another during a game. We also recommend playing an exhibition game or two to get used to the game control before jumping into Season play.

## HIT AND RUN PLAY

**W**hen you have a man on base, lead him off by two or three steps by holding Select and pressing it once for each step. Send the runner as soon as the ball is hit to give him a better chance of making it to the next base. If you lead off by four steps, your runner will immediately try to steal. It's risky, but you can try to steal on a slow pitch or if your opponent has a so-so catcher. Computerized runners always lead off by three steps. They're nearly impossible to pick off, but if they try to steal, you can beat them to the next base if you have a strong catcher.



Leading off is great for getting extra bases, but don't send the runner on a pop fly if he's more than halfway to the next base and the ball is caught; he'll likely be thrown out.

## POWER VS. CONTROL

**W**hen playing against a human opponent, you'll probably want to use a pitcher with a high speed rating. When playing against the computer, control is more important. Computerized batters don't seem fazed by fast pitches, but they are often suckers for a curve ball on the outside corner. Remember that you can direct the ball with the Control

Pad after it has left your hand.

ROSTER	PITCHER
GARDNER JONES KENNEL MCGUIRE MULLIN PATEL RILEY TAYLOR	<b>BULLDEN</b> ← →
227 20 PG 0 H. BROHN 1 3 ER 17 13 0 1.6 SCD CON FAT	

Keep an eye on your starting pitcher as the game progresses. When he starts getting worn, call down to the bullpen for a relief pitcher.



## DEFENSIVE MANEUVERS

**F**ielding is possibly the most challenging part of this game, so use the Auto Field feature until you get used to the control. Watch how the computer directs the fielders and the angles at which they approach the ball. The key to manual fielding is judging the speed and direction of the ball. Don't think about where the ball is now, but think about where the ball is going and what you have to do to get your fielder to that particular spot. The idea is to intercept the ball, not chase after it.

PLAY	OPTIONS	PLAY
OFF	DESIGNATED HITTER	OFF
ON	PLAY INNING	ON
OFF	MANAGE ONLY	OFF
OFF	AUTO FIELD	ON
ON	BACKGROUND MUSIC	ON



## SCOUTING REPORT



We've put together a scouting report on the top pitchers and hitters for each team, plus some management tips that may help on the bumpy road through Season Mode and on to the World Series. Of course, stats don't tell the whole story of a player or a team, and it will be up to you to get the most out of your chosen ball club. Keep an eye on individual player performances and don't be afraid to tinker with your team's batting order or pitching rotation.



## LOS ANGELES DODGERS

Pezoska needs quite a minute for himself as the club's top run producer, leading 205 for his career, while Karra is very solid in the clutch in '94. He averages 27% Winslow on-base slugging, but he'll come back when he's "on." Karra, like teammate 1985 Rookie of the Year, is the obvious backbone of your pitching staff.

## TOP 3 BATTERS

M. PIAZZA	31/C
K. KARROS	23/1B
R. MONDESÌ	43/RF

## TOP 3 PITCHERS

H. NDM	16/SP
R. MARTINEZ	49/SP
T. WYNNELL	30/CL

## SAN FRANCISCO GIANTS

Even though he was walked in an early '91 season in '92, Barry Bonds still managed to come away with a .206 average, 43 homers and 70 RBIs. Play with the lineup and try to get good hitting lefties and righties in the order. At 28, Gooden can no longer be allowed down. This season's right-hander is your top pitching pick.

## TOP 3 BATTERS

G. HILL	34/RF
B. BONDS	25/LF
J. KENT	21/2B

## TOP 3 PITCHERS

M. GARDNER	26/SP
D. FERNANDEZ	22/SP
R. BECK	47/CL

## ANAHEIM ANGELS

Versatility is the Angels' game. Erspolfs rose a first baseman, but you can play him at other positions. Sullivan is the most reliable hitter and can be dropped anywhere in the batting order. Pizarro leads at the top of the pitching rotation, with Siskian at third or fourth. Perovici is your logical closer, but don't over-work him.

## TOP 3 BATTERS

D. ERSTAD	27/1B
J. EDMONDS	25/CF
T. SALMON	18/RF

## TOP 3 PITCHERS

C. FINLEY	21/SP
J. DICKSON	19/SP
T. PERVICAL	40/CL

## SEATTLE MARINERS

This is a team of solid hitters with absolutely no bums in the back. Lead off the batting order with Cory, Rodriguez, Griffey and Martinez. The Big Unit, Randy Johnson, is the cornerstone of the pitching staff. In Season play, try using four lefties and one right-hander in the rotation.

## TOP 3 BATTERS

K. GRIFFEY JR.	34/CF
E. MARTINEZ	13/DH
A. RODRIGUEZ	3/SS

## TOP 3 PITCHERS

R. JOHNSON	51/SP
J. PASSES	13/SP
J. MOYER	50/SP

## SAN DIEGO PADRES

The Padres checked the NL West title last year, and they could be primed to do it again this year. Unlike Seattle, which relies on the long ball, San Diego gets along with consistency, solid base hitting. Dabbs's superb control makes him a candidate for the No. 1 pitching spot, while Houston is the other top pick.

## TOP 3 BATTERS

B. FINLEY	12/CF
T. GWYNN	19/RF
K. CAMINITI	10/3B

## TOP 3 PITCHERS

J. HAMILTON	50/SP
A. ASHBY	43/SP
T. HOFFMAN	51/CL

## COLORADO ROCKIES

They may be getting older, but the Rockies' top three batters remain a force to be reckoned with. This team won't be known for base running or base stealing, but the defense won't let you down. Dave Seitz is a choice in the middle of the pitching rotation, but when he is out, keep Butler ready to take over in the sixth or seventh inning.

## TOP 3 BATTERS

L. WALKER	33/RF
A. CALANRAGA	14/1B
D. BICHETTE	10/LF

## TOP 3 PITCHERS

K. RITZ	30/SP
B. SWIFT	20/SP
B. RUFFIN	18/CL

## OAKLAND ATHLETICS

McGwire should play the diamond role, batting fourth in the order. Bonds can hit at any spot in the second half of '96, but he can play several positions well, including left field, first and third base. Neenan even be the designated hitter in a pinch. Prieto and Karasay are good starters, but you should trade for more pitching power.

## TOP 3 BATTERS

M. MCGWIRE	25/1B
G. BERKDA	29/RF
J. GIAMBI	18/LF

## TOP 3 PITCHERS

A. PRIETO	49/SP
S. KARASAY	20/SP
B. TAYLOR	22/CL

## TEXAS RANGERS

Rodriguez was easily secured in the batting order for the Rangers last year, and he should still admirably again for you. He's also a powerful outfielder and low base runner will beat his throw to second. Hill belongs in the No. 1 pitching spot, while Witt can be moved around. Wirtz should have a terrific fastball and a curve, too.

## TOP 3 BATTERS

L. RODRIGUEZ	7/C
K. GREEN	29/RF
J. GONZALEZ	19/RF

## TOP 3 PITCHERS

K. HILL	44/SP
B. WITT	36/SP
J. WETTELAND	35/CL

## BATTING KEY

3/SS ..... POSITION

..... JERSEY NUMBER

1B ..... CATCHER

CF ..... FIRST BASE

2B ..... SECOND BASE

SS ..... SHORT STOP

3B ..... THIRD BASE

LF ..... LEFT FIELD

CF ..... CENTER FIELD

RF ..... RIGHT FIELD

DH ..... DESIGNATED HITTER

SP ..... STARTING PITCHER

RL ..... RELIEF PITCHER

CL ..... CLOSER

## CHICAGO CUBS

McPhee is of fun the catalyst for an explosion of hits. Piazza has ascended in the order, followed by Greco and Sosa. Trachsel had many career high last year, which is no surprise, given his squad led so many rallies. Malhotra's runs have faded in those areas but has a small edge in control.

### TOP 3 BATTERS

G. MORAE	56/CF
M. GRACE	17/LB
S. SOSA	21/RF

### TOP 3 PITCHERS

S. TRACHSEL	46/5P
T. MULLHOLLAND	45/5P
M. ROJAS	51/5P

## MILWAUKEE BREWERS

The default batting order is good for both runs and stolen bases. Conlon can bat anywhere from first to fifth. Alvarez had some rocky times a his last year, but he's promising the ERA as a left hander and at least only one run from his job on the pitch count, but he's well balanced.

### TOP 3 BATTERS

J. CIRILLO	26/3B
D. NILSSON	14/OH
J. JAHN	32/LB

### TOP 3 PITCHERS

B. MCCONNELL	40/5P
J. D'AMICO	13/5P
D. JONES	43/CL

## CLEVELAND INDIANS

With the cessation of Williams, Thome becomes the starting first baseman, so he certainly won't give up his role as a top producer. Alvarado's role is down as he's hitting well. Nagy will give you lots of strikeouts, with McDowell close behind. Mesa has speed but no legs.

### TOP 3 BATTERS

J. THOME	25/LB
M. WILLIAMS	9/3B
D. JUSTICE	33/LF

### TOP 3 PITCHERS

C. NADY	41/5P
J. MCDOWELL	29/5P
J. MESA	49/CL

## HOUSTON ASTROS

The Astros don't have power, but they can wear you down with base hitting. As long as you can keep the pitching in check, the team could go for Reynolds as a reliable workhorse who will give you lots of innings and strikeouts. Kile can do the same, but has less consistency.

### TOP 3 BATTERS

C. REYNOLDS	7/2B
J. BAGWELL	87/LB
D. BELL	14/CF

### TOP 3 PITCHERS

S. REYNOLDS	37/5P
D. KILE	57/5P
R. WAGNER	13/CL

## PITTSBURGH PIRATES

You'll need to play with the Pirates' batting order to get the most out of them. Kendall had a good rookie year and should do well as the second hitter. Martin was the No. 2 bat last year but could be moved to No. 3, 4 or 5. Trucks will do well in short relief or as the closer.

### TOP 3 BATTERS

K. ELSTER	10/5S
A. MARTIN	28/LF
J. KENDALL	18/CF

### TOP 3 PITCHERS

F. CORDDOVA	67/5P
E. LAHAZA	34/5P
J. ERCKS	57/CL

## CINCINNATI REDS

If you go for RBIs and soft homers, the Reds will do well by you. At 29, Sanders is in the prime of his career, and you can count on the right-hander to hit .300 and steal a lot of bases. Too Duffin is a start-up righty, but sometimes back to reflect if the below 3 leads for more pitching.

### TOP 3 BATTERS

H. MORRIS	23/LB
B. LARKIN	11/5S
R. SANDERS	16/RF

### TOP 3 PITCHERS

J. SMILEY	57/5P
D. BURRA	34/5P
J. BRANTLEY	45/CL

## MINNESOTA TWINS

Escobedo is a rock in the leadoff man at 41. Molitor continues to shine as the No. 3 hitter. Play with the No. 2 spot to see who can get on base consistently to give Molitor a chance to drive in more runs. Contreras' workhorse's strength, but he may give up a few too many homers.

### TOP 3 BATTERS

C. KNODLAUCH	11/2B
P. MOLITOR	4/OH
M. CORDDOVA	40/LF

### TOP 3 PITCHERS

R. RADKE	22/5P
R. TEWKSBURY	19/5P
R. AGUILERA	35/CL

## KANSAS CITY

Like the Astros, the Royals rely on consistent base hitting, not the long ball, to score runs. Move them up your starting players have above average defensive stats, so the advantage of that Belcher will be okay starting overpitchers but not Appier, and don't be afraid to bump up Florida.

### TOP 3 BATTERS

J. BELL	28/2B
J. KING	7/LB
C. DAVIS	44/OH

### TOP 3 PITCHERS

K. APPER	17/5P
T. BELCHER	41/5P
J. ROSADO	50/5P

## CHICAGO WHITE SOX

Can you play "offensive strength"? With Thomas, Belle and Ventura leading that, fourth and fifth, you should have no problem producing 500 hits in a season from them alone. Navarro normally bats out Alvarez as the No. 1 starter, but he'll have a screaming lead that, but give him lots of rest.

### TOP 3 BATTERS

F. THOMAS	35/LB
A. BELLE	8/LF
R. VENTURA	23/3B

### TOP 3 PITCHERS

J. NAVARRO	38/5P
W. ALVAREZ	40/5P
R. HERNANDEZ	37/RL

## SAINT LOUIS CARDINALS

With Jordan, Gant and Lankford in their default spots, you should be able to bang out 70+ homers from them on the year. After so so a strike with San Diego and Seattle, Borerio likely not Alvarado but Tandy will lead down. Expect great speed and little control from this writer on right-handed.

### TOP 3 BATTERS

R. JORDAN	3/RF
R. GANT	5/LF
R. LANKFORD	16/CF

### TOP 3 PITCHERS

T. WDTTLEMYRE	30/5P
A. BONES	40/5P
D. DODRINE	31/5P





## ATLANTA BRAVES

Was this, above average speed, orings across the 30-30, you could be the best starting the Braves' franchise's new. Add a career home hit boy, and the Braves could be some the league's RBI regulars. Your top three pitchers should give you lots of complete games with no relief pitching needed.

## TOP 3 BATTERS

K. LOFTON	7/CF
O. JONES	10/3B
F. MCGRIFF	27/1B

## TOP 3 PITCHERS

J. SMOLTZ	29/5P
G. MADDOX	31/5P
T. GLAVINE	47/5P

## BALTIMORE ORIOLES

If you're talking RBIs, you're talking Orioles. Six of your starters hitted over .270 and had 82+ RBIs for '96. As far as pitching, don't let the high ERA fool you. Mussina, Key and Erickson all have superb control. With a five-man rotation, you'll have no problem holding a 5.00+ win percentage.

## TOP 3 BATTERS

B. ANDERSON	9/CF
R. PALMERO	25/1B
G. RIZKEN JR.	8/3B

## TOP 3 PITCHERS

M. MUSSINA	35/5P
J. KEY	21/5P
S. ERICKSON	15/5P

## FLORIDA MARLINS

Don't mind. Bonds and Alou will have high power and hit long balls. Brown is a "three-fer" as he gives speed, power and control and calls of strikes, which the pitchers obtain average league leading 103 ERA last year. Your No. 1 do as, Neri, is right on his heels with a 135 ERA!

## TOP 3 BATTERS

G. SHEFFIELD	10/RF
B. BONILLA	24/3B
M. ALOU	18/LF

## TOP 3 PITCHERS

K. BROWN	27/5P
A. FERNANDEZ	32/5P
R. NERI	31/CL

## NEW YORK METS

Johnson had a terrific '96 season, making his return to the NL with a .383 average and 68 RBIs. You might switch Glendon with Geoghe in the order, but keep Olney and Hershby where they are. Mets' pitching won't thrill, but at least Franco and Jolie can manage low ERAs should.

## TOP 3 BATTERS

L. JOHNSON	1/CF
B. GILKEY	23/LF
T. HORNLEY	9/C

## TOP 3 PITCHERS

M. CLARK	54/5P
B. JONES	26/5P
J. FRANCO	31/CL

## PHILADELPHIA PHILLIES

...if you're looking for it, but you might switch him with Maddux. If Maddux can get out of it, and consistently, the will meet. Jeff Jones, Braggs and Tim Lincecum are more interesting. They're little known in the rotation, so go to the bullpen of fun. Both like a year closer.

## TOP 3 BATTERS

G. JEFFERIES	25/LF
R. BROGNA	2/1B
D. TARTAGULL	45/RF

## TOP 3 PITCHERS

G. SCHILLING	38/5P
M. LEITER	31/5P
R. BOTALICO	52/CL

## NEW YORK YANKEES

Here's another power house. AL team that won't disappoint. Poking the top three batters out of the lineup was not pitching, indeed. You won't get much long balls from the bullpen, but there's can give you two solid innings (and a scorching fastball) on your No. 1 closer.

## TOP 3 BATTERS

P. O'NEILL	21/RF
D. WILLIAMS	51/CF
T. MARTINEZ	24/1B

## TOP 3 PITCHERS

O. CONE	36/5P
A. PETTYTTE	46/5P
M. RIVERA	42/CL

## BOSTON RED SOX

Beauce impressive by being single frame, young Mr. Garciaparra has shown solid base running, something you won't see from many Sox. Warming had in tougher '96, but you can count on him and laughs to swing away it's a bit scary when a reliever (St. Louis) has your team's best ERA.

## TOP 3 BATTERS

N. GARCIPARRA	5/SS
M. VAUGHN	42/1B
T. NAHRING	11/3B

## TOP 3 PITCHERS

T. GOROON	36/5P
A. SILE	26/5P
T. WAKEFIELD	49/5P

## MONTREAL EXPOS

Bradlock and White can stay where they are, but you might try putting Rodriguez into the cleanup spot after White. Bullinger returns to a starter post after some time in the bullpen. He control loses something to be allowed, but give him a chance in the No. 2 spot behind Martinez.

## TOP 3 BATTERS

M. GRUOZILANEK	4/SS
H. RODRIGUEZ	40/LF
R. WHITE	22/CF

## TOP 3 PITCHERS

P. MARTINEZ	45/5P
J. BALLINGER	52/5P
U. URBINA	41/CL

## TORONTO BLUE JAYS

Delgado shows signs of breaking out as a power hitter, but he'll need more power. For variety, you might put Delgado at first base and have Carter hit from time to time. Hampton returns to Toronto's ace pitcher. Placio Domians and Guzman in the No. 2 and No. 3 spots.

## TOP 3 BATTERS

C. DELGADO	35/DH
J. CARTER	29/1B
E. SPILAGUE JR.	33/3B

## TOP 3 PITCHERS

P. HINTON	41/5P
R. GLEZMAN	21/5P
J. RUIZMAN	57/5P

## DETROIT TIGERS

Franco has been bumped back to third base, but the clean play shortstop as well, too. With his .300 average and 81 RBIs, move Higginson to the heart of the order. An easy start to Johnson's number 1 last year. Expect better things from him, especially with his past speed and stamina.

## TOP 3 BATTERS

T. FRYMAN	24/3B
T. CLARK	17/1B
B. HIGGINSON	4/LF

## TOP 3 PITCHERS

J. THOMPSON	22/5P
O. OLIVARES	28/5P
T. JONES	55/CL



## Player's Poll—Volume 99

Here's the deal: Fill out this card and send it to us, and you'll have a shot at winning some super prizes in this month's Player's Poll Contest!

Check off the list on page 156, then write down the numbers for your five favorite games in order of preference, with your top choice first.

- A. Super NES 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_  
B. Game Boy 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_  
C. Nintendo 64 1. \_\_\_\_\_ 2. \_\_\_\_\_ 3. \_\_\_\_\_ 4. \_\_\_\_\_ 5. \_\_\_\_\_  
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3. It bothered me 4. I haven't tried the Rumble Pak yet

### K. How would you evaluate the Rumble Pak's performance?

1. It rumbled too much 2. It didn't rumble enough  
3. It shocked my world

### L. Would you like to see more games made compatible with the Rumble Pak?

1. Yes 2. No 3. I don't care

### M. Do you plan on buying extra Rumble Paks?

1. Yes 2. No

### N. Does GoldenEye's compatibility with the Rumble Pak make the game more appealing to you?

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### Trivia Question: In Star Fox 64, what kind of animal is Peppy?

Answer \_\_\_\_\_

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PLAYER'S

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# MACE

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You'll have to  
make room for  
this one!



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One entry per person, please. All entries must be postmarked no later than September 1, 1997. We are not responsible for lost or undelivered mail. As of about September 6, 1997, winners will be randomly drawn from among all eligible entries. By accepting their prizes, winners consent to the use of their names, photographs, or other likenesses for the purpose of advertisements or promotions in behalf of "Nintendo Power" magazine and Nintendo of America, Inc. (NOA) without further compensation. Prizes are limited to one per household. Chances of winning are determined by the same number of entries received. The total of prizes to award equals approximately \$6,100,000. No substitution of prizes is permitted. All prizes will be awarded. To receive a list of winners, send your request to the address above after September 30, 1997. **GRAND PRIZE:** The Grand Prize Winner will receive a Mace: The Dark Age arcade game and a Mace 64 N64 Box Set for the Nintendo 64. Some restrictions apply. Void only in the U.S. and Canada. Void where prohibited by law. Not open to employees of NOA, its affiliates, subsidiaries or their immediate families. This contest is subject to all federal, state and local laws and regulations.

# COUNSELORS'

## ▶ CORNER

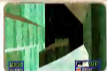


### ▶ STAR WARS: SHADOWS OF THE EMPIRE

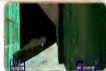


#### HOW DO I GET THROUGH HOTH'S COLLAPSING HALLWAY?

**Y**ou can't afford to waste any time crossing Hoth's fragmenting hallway. Run along the right side of the corridor as fast as you can, then leap to clear the expanding chasm near the door. If you're playing Jedi or Hard mode, the storm troopers waiting at the end of the hallway are a deadly obstacle. Use a Seeker Missile and fire your blaster repeatedly down the hallway before you start your run. This way you'll take them out before they can hit you.



Run as fast as you can down the right side of the splitting corridor, then leap across the expanding crevasse at the end.



If you're playing Jedi or Hard mode, use Seeker Missiles on the storm troopers waiting for you at the end of the fragmenting hallway.



#### HOW DO I CROSS THE CHASM IN GALL SPACEPORT?



**Y**ou'll use the jetpack to cross the chasm in the Gall Spaceport. Your jetpack has a limited amount of thrust, so the key to making a safe crossing is planning your route before you blast off. Line yourself up with the rock

platform you're trying to reach before taking off. Jump toward your landing target, then engage the jetpack. Conserve fuel by traveling in a straight line—don't waste valuable thrust power by moving side to side. The top-view perspective is ideal for

crossing. Dash over the landing area, but it's hard to see potential hazards in the distance. The Gun Turrets here are designed to distract you and waste your fuel, so use your Seeker Missiles to destroy them as quickly as possible.



Use the jetpack to top across the platforms during the chasm in the Gall Spaceport.



Pick your destination before you jet, then conserve your fuel by traveling in a straight line.



Don't waste time or fuel. Hit your Seekers at the Gun Turrets to quickly eliminate any threats.



## ▶ DKC 3: DIXIE KOOG'S DOUBLE TROUBLE



### HOW DO I ENTER THE LOST WORLD?

**B**under Bear blurt out a secret about four rocks, which refers to the entrance of the Lost World. To get there you must have the Hover Crait or the Turbo Ski. Motor your way above Kestwood Forest on the Overworld Screen and circle clockwise around the outside of the four boulders while holding the Y Button. If you circle enough times, a volcano will rise out of the water. This is the entrance to the Lost World.



Bunder Bear blurt out the secret about the four rocks leading to the Lost World.



Circle clockwise around the four rocks above Kestwood Forest while holding the Y Button.

?

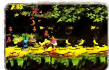
### WHERE IS THE WARP BAREL IN RIVERSIDE RACE?

?

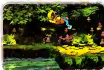
**M**any players consider Riverside Race to be the toughest level in Kestwood Forest. If you're tired of trying to flee from the biting swarm of

bees, you can warp your way to the end of the level by jumping into a hidden Warp Barrel. Have Dixie and Kiddy run to the right until they cross the level's first

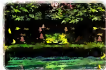
body of water. Stand on the right bank of the pond and have Kiddy leap and toss Dixie up and to the left. If your aim is true, Dixie will land in the Warp Barrel!



If the horribling buzzing of these biting bugs are bugging you up, leap into a Warp Barrel!



Lead Dixie and Kiddy across the first pond, then stand on the right bank and toss Dixie.



If Kiddy leaps and throws Dixie high above the water, she'll land in a hidden Warp Barrel!

?

### HOW DO I CLIMB THE BARELS IN BAREL DROP BOUNCE?

?

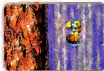
**L**opping across the four falling barrels in Barrel Drop Bounce is one of the toughest sequences in the entire game. While you can make the crossing using

Kiddy, Dixie's light frame and hovering Helicopter Spin make her an ideal candidate for this challenge—by landing on the first barrel as it appears on the screen, then

jump across the other three as quickly as possible. If you spend as little time as possible on each barrel, you'll have no problem completing the end of the level.



Climbing up those four falling barrels is surely one of the toughest challenges in DKC 3.



It's possible to make the crossing with Kiddy, but Dixie is easier to sit on long leaps.



The trick is to spend as little time as possible on each barrel as you leap up the waterfall!



## ▶ BLAST CORPS



### HOW DO I REACH THE HAUCO DISTRICT TUNNELS?

You'll need to reach the underwater tunnels in the Hauco District if you want to max out your Radiation Disposal Unit (RDU) score. Blast off in J-Bomb and land on the cliff above the Blast Corps truck. On the ledge you'll find a dark patch of grass. If you step on the grass, you'll drop down inside the tunnel level. Use J-Bombs and loop into the Muscle Car to sweep up the remaining RDUs.



While flying across the lake, many players spot these easy-to-see-but-hard-to-access tunnels.



Stop on the dark spots of grass to fall down into the tunnel. Now you can get the rest of the RDUs.

?

### WHERE IS THE EBODY COAST COMMUNICATIONS TOWER?

?

You'll need to find the J-Bomb to locate the Communications Tower. Push the TNT into the black behind the train at the start of the level. Load the Ram Doozer

on the flatbed and down the train to the station. Demolish the train station and push the TNT onto the flatbed. Ride the train to the right and park the flatbed in front of the

station. After the TNT explodes, you'll find the J-Bomb. Fly to the spot where the missile transport started in the level and you'll locate the Communications Tower.



Use the Ram Doozer to push the TNT into the black behind the train at the start of the level.



Knock over the train station support poles to find a special explosive with delayed fuse.



Fly the J-Bomb up to where the Missile Transport entered the level. You'll find the tower there.

?

### WHERE IS THE CYCLONE SUIT IN EMBER HAMLET?

?

If you use the Ballista and its meager inventory of twenty missiles, you'll get burned at least a dozen times trying to complete Ember Hamlet. The

Cyclone Suit is your ticket to easy street. Blast the barn adjacent to the missile boxes to find it. The suit is a massive mech that can flip through the structures

blocking the missile carrier's path. If you're fast enough, you can demolish all the buildings before the missile carrier completes its route.



The Ballista has only enough missiles to finish Ember Hamlet, but this barn hides a better vehicle.



Blast the end of the barn closest to the missile boxes and you'll find the Cyclone Suit.



This is a piece of cake! The Cyclone Suit can clear a path for the missile carrier within a few seconds.





## ▶ LOONEY TUNES



### HOW DO I DEFEAT THE WITCH AND THE STAR?

**P**only Pig flies into a bewitching confrontation in Stage 3. A wicked witch and her stellar familiar are flying around the screen. Remain on the left side of the screen and shoot the witch with 50 stars as rapidly as possible. After she is defeated, her pet star will swell to galactic proportions and throw a spoon and fork at you. Shoot the spoon and fork before you aim at the star. The star will go nova when you blast it 100 times.



Stay on the left side of the screen and shoot your stars at the witch as fast as possible.



The star will attack after you defeat the witch. Dodge the spoon and fork before returning fire.

?

### HOW DO I DEFEAT ELMER FADD?

?

**E**lmer Fudd is waiting for Bugs Bunny at the end of Hare Boward, the game's final stage. Elmer is proud of his hat, and you'll distract him if you ruin it. The quickest way to do this is to jump on the

hat eight times. You can throw your disk at Elmer, but it will take seven hits. Elmer will have a tantrum when his hat is smashed. Leap over his bullets and jump on his head. At this point you'll be eight stomps away

from winning the game. You can also use your disk attack, but this method will take twice as many hits if you're not counting blows, you can speed up the battle by combining your disk and stomp attacks.



The quickest way to distract Elmer is to stomp on his hat eight times. You can also throw your disk.



You're half way through the battle when Elmer loses his hat. Now you need to jump on his head



If you want to speed up this final battle, try using your head stomp with your disk attacks.



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### TURK: DINOSAUR HUNTER

- Q:** What are these yellow feathers I keep seeing in the Rans?
- A:** These are secret power-ups. Try searching around the area when you see a feather.
- Q:** Are there different endings in the game?
- A:** No.
- Q:** What do the monkey do?
- A:** They're there for popcorn (the monkey).

### ROOM 64

- Q:** Is there a difference between saving on a Controller Pak and saving using a password?
- A:** No. The result is the same.
- Q:** This room is too dark! I can't see!
- A:** Adjust the Brightness using the Options Menu.
- Q:** Can I save my cheat options?
- A:** No.

### TECMO'S SECRET OF THE STRDS

- Q:** Can I trade gold between my parties?
- A:** No. You can trade only items.
- Q:** Where do I go to trade items?
- A:** Visit the Storage House in Osh Hill.
- Q:** Where can I find a Blacksmith?
- A:** You'll find one in Gado.

# TETRIS PLUS

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IT'S THE ORIGINAL WITH  
A TETROD TWIST! TETRIS PLUS  
HAS FIVE DIFFERENT MODES OF PLAY  
RANGING FROM THE CLASSIC TO A NEW BATTERY-POWERED PUZZLE MODE.

## THE HISTORY OF TETRIS



When the first Tetris game debuted on Game Boy eight years ago, the world became "Tetrisified," and the game went on to become the most popular puzzler of all time. If you count the recently announced Tetrisphere for N64, there have been a dozen Tetris-style puzzle games on four different Nintendo systems. Only a certain mustached man from the Mushroom Kingdom has surpassed this record. Tetris Plus combines the original classic with a new, 100-level puzzle adventure.



## CLASSIC TETRIS

Classic Tetris is the best-selling version that has been available on the NES, Game Boy and Super NES. The object is to place random tetrad shapes to form lines. Each complete line will disappear and reduce your rising pile. The game ends when your stack touches the top of the screen.



## PUZZLE MODE



Puzzle mode uses the same tetrads as Classic Tetris, but the strategies you use in this game are different from other Tetris games you've played. The object is to clear a two-block wide hole in the floor so the Professor can escape from the chamber before the chamber's spiked ceiling drops down and crushes him. You'll find



additional Puzzle Mode strategies on the next page.

Use the random tetrads to clear a two-block wide escape route for the professor through the bottom of the floor. The game has 100 stages, and a battery-backed memory records your progress and best times.



## EDIT MODE



Be a game developer and design your own Puzzle mode stages. Edit mode lets you create ten individual stages to suit your own game skills. When you're done designing and testing your puzzles, the game will let you save the levels so you can try them out on your friends. See if you can create an unbeatable level—then beat it!



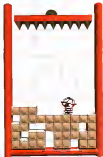
## VS. MODE



There are two winning strategies in two-player, Game Link Vs. Mode! You can create an exit for your professor first, or you can clear as many lines as possible and lower the ceiling on your opponent. Players begin each game with the same puzzle and at rack



## NO HOLES



The first rule to solving a puzzle stage is not to leave any holes between the tetrads you add to your stack. Each time you leave a hole, you're making the puzzle harder to solve. All the lines you add to the stage should be seamless.



"3" or "2" shaped tetrads are the toughest blocks to place in the game. Try to place them so you can fit in around them with other blocks.



**DO**

It's okay to drop blocks on the Professor—he'll move out of the way. Just make sure he doesn't climb into the ceiling.



Generous gamers! Consider the four-block long "Stick" tetrads to be the easiest to place. Try to use them on solid block formations next to the walls.

## STACKING TACTICS



**DON'T!**

The angled ceiling can cut away unwanted tetrads on a pink pile stack, but you'll eventually have to wear down your tallest stacks if you leave holes between them. Keep your lines block-solid and flat.

Attack each puzzle line by line, starting at the top and working your way down to the bottom. Stack the tetrads so they fill in the holes on each row one at a time. If you have to set an unwanted piece aside, place it on a solid column of blocks. Later in the stage, after you've eliminated most of the holes in the puzzle, you can peek and choose your tetrads by adopting the junk pile strategy.



Attack the top lines of the puzzle and keep a solid foundation under your stack. The pink pile in this stack will have to be reduced so the holes can be filled on the bottom.



**DO**

If you tackle each puzzle line by line, your strategy is focused and the task doesn't seem overwhelming.



With the top lines cleared, there are lots of options for using any tetro to clear the blocks on the left wall.

## INTO THE JUNK PILE



In Classic Tetris, you had to fit every tetrad into your mining pile. In Puzzle Mode, you can grind useless pieces into the ceiling by creating a junk pile. The junk pile strategy works only if you create a solid, seamless stack of blocks. If you leave holes beneath the pile, you'll have to wear down the stack before you can clear additional lines and free the professor. Resist to using junk piles after you've filled in most of your holes.



If you drop the square tetrad where the Professor is standing, you'll be forced to wait around for a "rock" tetrad to clear the line at the bottom of the screen. You need a junk pile.



By creating a solid stack of blocks along the right wall, you can develop a junk pile strategy. Gradually unwanted blocks will be spiked onto the stack without worrying about placing them.

## CHOOSE AN EXIT

While there are 100 puzzles in the game, there is one vital strategy you can use to solve all of them: Before you start a stage, select a two-block wide hole and designate it as your intended exit. Focusing on a goal helps you formulate a plan to solve the puzzle. Depending on the random tetrads you receive, you might need to change your plans and choose another exit midway through the round, but it's important to keep a plan in mind as you stack blocks. Remember that you're not trying to clear every line in the stage—you're only aiming for a two-block wide hole, just wide enough for the Professor to squeeze through and drop to the pressure in the chamber basement.



You can choose the right or left bottom corner as your exit in this stage. It's important to pick an exit at the start of a level and focus on clearing a path to it.



Even if you picked the exit in the right corner, the Professor has a mind of his own and he made his way over to the left corner. Adjust your strategy to fit your circumstances. With the lower line filled in, the Professor is ready to exit.

# ARFENNA

NP'S

## CHALLENGE #1

### SUPER MARIO KART 64



*with auto steering*  
**LAP TIME**  
 LAP 1 00:22:48  
 LAP 2 00:22:46  
 LAP 3 00:22:72  
**Total: 01:22:46**

**BEST RECORDS**  
 1st 01:22:46 TANK  
 2nd 01:22:48 TANK  
 3rd 01:22:50 KOOPA  
 4th 01:22:52 KOOPA  
 5th 01:22:57 KOOPA  
**BEST LAP**  
 00:22:46 TANK



What's your best time for the Moo Moo Farm course? Nintendo's Mario Kart 64 (1996) has a 1:22:19 as an advanced time to shoot for in Time Trial mode, but if you stay off the big bumps, avoid tripping over the pokey moles and pull a few extra power slides out of your racing helmet, you might find a way to surpass this record. The 25 times

finishing the herd will be if to grant a picture with four Super Power Stamps.

## CHALLENGE #2

### WAVE RACE 64

Crack a wave, polar bears! This month the Jauna's Wave Race Circuit plays his down in Glacier Coast. This could be one of the sickest—if not the squeakiest—Wave Race challenges ever to hit the pages of *Game*. Just like that month's challenge, you can read the water to Chibi on the Options menu, but make sure you take a picture of the ranking screen



### GLACIER COAST

RANK	LEVEL	SCORE	TIME
1	1	1000	1:22:33
2	1	950	2:00:00
3	1	900	2:00:00
4	1	850	1:22:33
5	1	800	1:22:33
6	1	750	1:22:33
7	1	700	1:22:33
8	1	650	1:22:33
9	1	600	1:22:33
10	1	550	1:22:33

showing your Current Time. The 25

## CHALLENGE #3

### BLAST CORPS

Rack 'em up and knock 'em down! How fast can you complete Orion Plaza's first course? This extremely cool (and a bit shaped like a ball) is a challenge and it's up to you to bulldoze the TNT boxes into the six coin shells stuffed in each pocket. Take a picture of your best time on the red Blast Corps high score screen so we can see your results. The 25 fastest pool sharks



### ORION PLAZA

FAST TO THE FINISH

★ 10 MARIO 100

### THE SECRETS OF TIME TRAVEL AND KOOPA, THE QUICK TWISTING BY THE POOL

Here's the latest installment of twisted challenges sent in by readers. If you have one good enough for the pages of *Power*, mail it in—you might score four Super Power Stamps. This is the latest of the twisted greatest:

- What's your slowest time on the Princess's Slide in Super Mario 64?  
 —**Sean Stathopoulos, Littleton, CO**
- Can you get all the Challenge Points in Shadows of the Empire on Jack Mole while using the Movie Camera perspective?  
 —**Jaron Lochner, Olympia, WA**
- Can you complete the first two levels of Turbo Dinosaur Hunter with your arrows and knife?  
 —**Robert Gould, Brent, NY**

- Can you finish in first place in Mario Kart 64 after giving everyone a one-lap head start?  
 —**Ramon Guzman, Highland Park, NJ**
- Can you ride a shiny shell to the Rib-Crab Battlefield mountain summit in Super Mario 64?  
 —**Amanda Quillen, Imperial, PA & Sam Stanley, Clayton, GA**
- How far can you get in Shadows of the Empire on Jack Mole without taking a hit?  
 —**Ceriale Peter Larson, Toronto, ON**

Answers to Volume 9's Sports Game Match Quiz: Wayne Gretzky's 3-D Hockey, Frank Thomas' Big Hurt Baseball, Charles Barkley's Slam Up and Jam, Bill Lushier's Cornball Basketball, George Foreman's K.O. Boxing, Bret Hill's Hockey '96, Mark Davis's The Fishing Master, Ken Griffey Jr.'s Winning Run, Jeremy Looney's Pro Tennis Tour, Roger Clemens' MVP Baseball

**SUPER MARIO 64**

Call Collect 1-822-6666 in Tech-Check (Volume 93)

Vinceo Burtis	Los Angeles, CA
Scott Burtis	Stockholm, MI
Surfan Bonbrum	Pittsfield, VT
Fredrick Boudi	Crownsville, MD
Jonathan Bryant	Wilmington, NC
Andrew Burton	Seattle, WA
Marc Castro	La Puente, CA
Chen-Yang Chen	Hunting, NY
David Cho	Duval Hill, PA
Renee De Silveis	Anaheim, CA
Randy Davis	Elizabeth, NJ
Vin Day	Ryegate, OH
Scott Engel	Houston, TX
Byron Fitzpatrick	Three Rivers, CA
Colton Goodrich	Albany, UT
Chuck Grant	Plover, NC
Andrew Hannon-Rizzo	Norfolk, VA
Yi Heung	Bellevue, WA
Erik Heald	Lawry, WA
Robert Jennings	Bladensburg, SC
Michael Johnson	Weatherford, TX
Isaac Kessler	Lakewood, CO
Corinna Kane	Kittanning, OH
William Kariba	Tucson, AZ
Danay Kell	Carroll, MO
David Larko	Chattanooga, TN
Zach Laro	Norwood, OH
Hungwan Leung	Phoenix, AZ
Alvin Lin	Victoria, MS
Eric Lopez	Dallas, TX
Chris Maloney	Richmond, VA
Nick Martin	South East, CA
Christopher Melanson	Fort Worth, TX
Andy Miller	Sylvania, OH
Samantha Pines	El Paso, TX
Eric Pines	Lenoir, NC
Jason Pines	Tampa, CA
Jason Rockland	Wyoming, MI
Joe Romano	Worcester, MA
Derek Sachin	Portland, CA
Matt Segura	Holliston, MA
Japhet Simons	San Francisco, CA
Ernesto Sosa	San Marcos, WA
Christopher Sly	Washington, DC
Jim Stephens	Madison, WI
Tim Trefert	Eric, PA
Scott Tronzo	Grand Rapids, MI
Stephens Traxton	Millerville, ME
Jenny Tyler	Great Falls, NY
Mike Volner	States Island, NY
Douglas Welp	Orangetown, CA
Mike Woodall	Brighton, CO
Rick Williams	Georgetown, KY
Ellye Williams II	Bronx, NY
Jackson Wood	Cherry Valley, CA
Erica Wright	Bloom, MD
Turney Yeater	Baldy, WV

**WAVE RACE 61**

Top Scores for Dolphin Park (Volume 93)

Christian Chavez	San Ysidro, CA	43,133
Daniel Dixon	Columbus, OH	40,100
Vic Alexander	Spokane, WA	40,070
Charles Green	Port Royal, VA	39,530
Japhet Sotano	San Francisco, CA	39,440
Daniel Jefferson	Mansfield, OH	39,050
George Chau	Yonkers, NY	38,780
Mark Hagedorn	Mantoloking, NJ	38,375
Franklin Paul	Olympia, WA	38,140
C.J. Collins	Red Oak, IL	38,065
Michael Heasler	Albuquerque, NM	38,020
Scott Tindler	Eric, PA	38,000
Billy Williams	Georgetown, KY	38,000
David Gray	Omaha, NE	37,710
Josh Parker	Spring, TX	37,710
Michael Clark	Felton, NC	38,040
David Leuchter	Jenney, PA	38,040
Joe Schuring	Elgin, IL	38,000
Paul Louder	St. Antonio, TX	38,000
Israel Kozlch	Dave Creek, CO	37,510
David Horowitz	Haltom, TX	37,490
Craig Daugherty	Delaware, OH	37,320
Jonathan Bryant	Bedford, NC	37,470
Andy Javett	Scottsdale, AZ	37,465

**Bye-Bye Bachelors**

Scott Hyden	San Jose, CA
Jill Johnson	Antelope, CA
Antonia Jovlar	Carroll, MD
Eric Kennedy	Brooklyn, NY
Dan Kessel	Northridge, CA
Aaron Lurieck	Danvers, CT
Hong Le	Manhasset, MA
Joe Lewis	Silver Spring, MD
Steve Liu	Carroll, VA
Steve Mahood	Chadds Ford, CA
Mike Male	Calgary, AB
Donald Michel	Estam, IL
Matt Norbury	Norman, LA
Nico Tanaka	Edinboro, PA
Aaron Parrelli	East, WA
Ryan Rattano	Stevens, NJ
Matt Schickel	Frederick, MD
Jenny Seale	Lawrence, MA
Tommy Siderick	Lawrence, MA
Japhet Sotano	Wilmington, NC
Stephane Staudel	Kings, WV
John Sheng	San Francisco, CA
Matthew Spoor	Staten, NJ
John White	Staten, NJ
Robbie White	North Arlington, MA
Reidley Wilson	Atlanta, GA
	Stoughton, AZ
	Van Buren, AR

**PILOTWINGS 64**

Island Coconut Islands Tunnel Course in under a Minute! (Volume 93)

Chris Andrew	Staten, NJ	0:40.33
Yi Heung	Bellevue, WA	0:40.18
Dustin Johnson	San Rafael, CA	0:40.07
Paul Carbon	New Hope, MN	0:41.01
James Gonzalez	Phoenix, AZ	0:42.48
Cathy Foster	Bozeman, WA	0:42.60
Jerry Falco	Colton, CA	0:46.56
Chris Meib	Pompano, FL	0:47.52
Jordan DiCello	Lake Parkville, NY	0:47.29
Rod Farnsworth	Manchester, NH	0:47.36
Craig Deane	Delaware, OH	0:46.49
Aaron Felt	Marion, MI	0:49.27

**SUPER MARIO 64**

Collected 123 Stars in Big Boo's Haunt (Volume 93)

Carson Angoffner	Caldwell, MD
Daniel Almeida	Newark, NJ
Harry Epstein	Frisco, TX
Nathan Spencer	Concord, QC
Michael Burke	Brooklyn, NY
Matt Bares	London, ON
Mike Riccio	Murphy, NY
Jeffrey Calder	Phoenix, AZ
Mike Campbell	Madison, CA
R.J. Orman	Madison, WI
Paul Corvus	Madison, WI
Patrick Deakley	North Charleston, SC
Eric Felt	La Grange, WI
Henry Franklin	Portland, OR
Matt Harris	Muskegon, MI

**SUPER MARIO 64**

First Time for racing Koopa the Quick! (Volume 93)

Duke Housgaard	Madison, WI	0:18.1
Billy Hunt	Franklin, CT	0:18.1
Sam Kennedy	Montville, NJ	0:18.1
Jonathan Long	Edison, NJ	0:18.1
Andie Newsum	White Plains, NY	0:18.1
Arno Novak	Cherryvale, BC	0:18.1
John Chan	Ajax, ON	0:18.2
Victor Chan	New York, NY	0:18.3
Jeff DeLo	Waterford, MA	0:18.5
Mark Liddy	Ampere, ON	0:18.5
Chris Johnson	Elbert, SC	0:18.3
Naz Garg	Gwynedd, CO	0:18.3
Derek Madary	Dallas, GA	0:18.3
Geordan Stevens	Wilmington, MN	0:18.3
Joel Wink	Waukegan, CT	0:18.3
Daniel Sun	Stonewall, MS	0:18.3
Jonathan Russo	Bethel, MD	0:18.4
Daniel Legendre	Grandy, PQ	0:18.4
M. DeWester	Duquoin, PA	0:18.4
Christian Patten	Roseport, PQ	0:18.4
Kevin Stone	Flemington, NY	0:18.4
Daniel Felt	Danvers, OH	0:18.5
Shane Corie	Grand Haven, MI	0:18.5
Aaron Lovett	Marionville, MO	0:18.5
Mark Sanchez	Blough, NC	0:18.5
Raul Bares	Anaheim, CA	0:18.6
Ryan Rattano	Deary, IL	0:18.6
Eric Dab	Fort Fairfield, ME	0:18.6
Jordan Kollar	Washington, PA	0:18.6
Justin Baker	Waverford, PA	0:18.7

Write your name, address and Member ID on the back of your photo. The Annual challenges featured in this issue must be received no later than September 15, 1997. The top qualifiers will receive

Super Power Stamps include your MR or Super NES in the photo of your high score. Don't forget to add them to a new sticker notebook or Super Power talking notebook at a Game Day, place it on silent surfaces.

Add 655-0713887 for POWER PLAYERS ARENA  
PO BOX 31223  
REDWOODS, WA 98073-0223



### The classiest Bond vehicle in decades.

If you've ever wondered what it would be like to be James Bond, you're finally going to get your chance. Nintendo's long-awaited GoldenEye for the N64 debuts this month and should shoot straight to the top of the charts. In GoldenEye's remarkably smooth, first-person perspective, you enter elaborate stages filled with characters and locations seemingly plucked straight off the silver screen.



Graphically, GoldenEye takes first-person games to a new level of realism. The use of the Rumble Pak adds even more to the immersive quality of the game, because you feel the recoil of your weapon

as well as the impact of shots that hit you. As for the game play, you must satisfy a number of mission requirements such as taking vital photos, blowing up communications equipment and meeting people like the heroine, Natalya.



The number of mission goals depends on the skill level you choose in the top two levels—Secret Agent and GO Agent—there's more to accomplish and the enemies are smarter and deadlier. For all of the excitement of the missions, GoldenEye has an even better mode of play in store for you. As a multi-player, hide-and-shoot game, GoldenEye rules. Many of the mission areas can become multi-player battlefields, and there are special areas that



appear only in the multi-player mode. This month's Nintendo Power explores the mission mode. Next month, we'll give you the tactics you need to clean up in the multi-player mode.



**Stunning, realistic graphics.** Great game design for one or multiple players. Because of the Rumble Pak. Excellent sound. Lots of hidden codes. Great the best games we've ever played.



**The quality of the animation is so good that the death threats of victims may make players squeamish.**







## An arcade classic comes to the N64.

The original arcade *Robotron* was released back in 1984 and became an immediate hit because of its unique controls and frantic action. Those qualities are preserved in Midway's N64 version of *Robotron* and, as you might expect, the graphics have been upgraded considerably. The simple sprites of the original game have been replaced by 3-D robots and hostages. The action, however, is just as fast

and wild as before. In each of the 200 stages, you appear in the center of a large, square space crawling with human-hating robots and hostages. Your job is to wipe out the robots and save the hostages. It sounds simple, but the reality is that the robots track you, closing in from their original positions. You must keep on the move and react instantly to threats. What makes the controls of *Robotron* so interesting is that you use the Control Stick and C

Buttons for moving your character and your gun separately. The result is that you can run in one direction while firing in another.

- Fast action, 200 levels, nostalgia
- Impressive graphics, limited strategies

**Pro's Picks**



## On or off-road, MRC takes the checkered flag.

Ocean's *Multi Racing Championship* may come from Imaginear in Japan, but the rally racing format is universal. Drivers select from one of ten vehicles including cars, dune

buggies and even a four-by-four sport utility truck. The variety helps you negotiate the many types of terrain you have to cover on the three courses, located at the seaside, in the mountains and in a town. On each track, you'll find short cuts (and long cuts) that branch off from the main road. Part of the strategy comes from knowing where you can pick up speed and knowing what car handles best given varying road conditions. Those road conditions range from pavement and gravel to ice and puddles. At one point, you can even drive through a waterfall. Modes of play include: Championship, Time Trial, Vs., and Match Race. In the Match Race, you go one-on-one against a smart computer driver. Best of all, MRC's play control gives you a sense of tight, road-hugging control and high speed, exactly

the combination you want in an arcade-style racing game. MRC is the first driving game to make use of the Rumble Pak, as well. And if that isn't enough, you can customize courses by closing off or opening up different routes. Don't miss this month's Nintendo Power test drive and our custom course design that you can challenge.

- Good graphics. Lots of road conditions. Rumble Pak compatible. Intuitive play control.
- Only three tracks and none of them is all that long. Sound is a bit tinny.

**Pro's Picks**

**TETRISPHERE**  
Nintendo 64 / Mega-Byte



Genre	Puzzle
Rating & ESRB	ESRB: E
Play Control	Buttons
Challenge	Medium
Sound & Fun	Good

1 to 2 players alternately | 4 Steps  
1.4 Hours of Play

Rating: E-A

### A new dimension in puzzle games.

The Nintendo 64 has opened up new realms of video gaming in the action, adventure and sports categories. Now, with Tetrisphere from Nintendo (developed by H2O) it's time to reveal a new level of puzzle play. Tetrisphere takes the basic concepts of Tetris-type games and melds them into a true, 3-D puzzle experience. In a nutshell, the idea is to strip away the layers of blocks that compose the sphere. You do that by dropping Tetris blocks on similarly shaped blocks on the surface of the sphere. When you get to the core of the sphere, you win. The six modes of play offer up a smorgasbord of variations including Rescue, VS and Hide-And-Seek. Although the learning curve can be a bit steep for Tetrisphere novices, once you get the hang of rotating the sphere and recognizing shapes, you'll never want to stop. Suddenly, eating and sleeping don't seem quite so important and you can forget about school or work. You can begin your descent into Tetrisphere dementia by tuning to Power's review in this issue.



- + Good graphics and sound. Very involving game play. Lots of modes.
- Difficult to figure out if you don't go through the training mode.

**Power Picks** SP TM LS

**Super NES BRUNSWICK TOURNAMENT OF CHAMPIONS**  
THQ / NES Megabyte



Genre	Bowling
Rating & ESRB	ESRB: E
Play Control	Buttons
Challenge	Medium
Sound & Fun	Good

1 to 4 players alternating | 2 Screenshots  
1.5 Hours of Play

Rating: E-A

### Super Bowling on the Super NES.

How do you improve your game if you don't take up permanent residence at a bowling alley? You could try your hand at Brunswick Tournament of Champions from THQ, the second ever bowling game for the Super NES. Along with the Brunswick license comes the right to use the names of real pro bowling tournaments and bowlers. The heart of the game, however, is the bowling engine. You can fine up your approach and control the power and spin of your throw. Other options include choosing the weight of the bowling ball and the surface conditions of the alley. As for modes of play, you can practice, play tournaments against computer operated pros or play against your friends. This month, you're invited to bowl with the champions and learn their secrets for spares, strikes and turkeys.



- + Good range of ball control. Pro bowlers to compete against. Multi player alternating play.
- Intruding music and low sound of facts volume.

**Power Picks** SP TM LS

**Game Boy KEN GRIFFEY JR. PRESENTS MLB**  
Nintendo / Mega-Byte



Genre	Baseball
Rating & ESRB	ESRB: E
Play Control	Buttons
Challenge	Medium
Sound & Fun	Good

1 to 2 players alternating | Full out tracking  
1 battery-backed memory | 20 - over 2 separate teams

Rating: E-A

## Game Boy goes to the Majors.



The first Ken Griffey Jr. baseball game for the Super NES still stands out as one of the best video baseball games ever, even though it didn't include the names of real Major League players or their stats. All of that has been corrected with the new version of Ken

Griffey Jr. Presents MLB for Game Boy. Along with the real names and numbers, Nintendo added a full stat tracking feature that lets you follow the stats of players throughout an entire season. Don't miss the first pitch in this month's Griffey review.

- Good: Game Boy graphics, MLB and MLBPA licenses, full stat tracking, battery-backed up memory, trading.
- Small: outfielder can be difficult to see, no save option as in original Super NES game.



**100% Game Boy** **TETRIS PLUS**  
Nichols & Magnobits



	Great Puzzle	5/5
	Graphics & Sound	4/5
	Fun Factor	5/5
	Challenge	4/5
	Value for Money	4/5

The 2 players should be easy to tell apart.  
 Battery-backed memory.
 
 Great disk.  
 3-D Game Play Option.

Rating: **A+**

## Tetris and more than Tetris.

The latest variation on the best puzzle game of all time adds just enough twists and improvements to make it a great addition to the libraries of Game Boy puzzle fans. In addition to the original Tetris, Tetris Plus includes four



new modes of play. The new Puzzle Mode features The Professor—a little character who prefers to stand on the highest block on the screen while a spiked ceiling (or cutter) lowers from above. The idea is to clear the screen of Tetris blocks before



the ceiling reaches the Professor's egg-shaped head. If you think that sounds insane, (if not a bit gruesome) then wait until you play the two-player VS Mode in which you are trying to spook the other player's Professor. You can provide a challenge for your friends in another way, as well. In the Edit Mode, you can conceive and build cunning puzzles for your friends and save up to ten of them. Combining the best of the old and the new, Tetris Plus is a definite must. For even more reasons to play, and some egg-headed tips on solving the puzzle stages, drop in on this month's Nintendo Power review.

- Very involving: Edit Mode allows you to create puzzles. Fun VS Mode.
- Must not so good as in the original.



## Pros' Picks

If you like the same types of games as our pro players, then check for his or her seal of approval.

- 51** Scott—Sports, Simulations, Adventures
- 15** Henry—Fighting, Action, Sports
- 00** Don—Action, Adventure, Puzzles

- 19** Terry—RPGs, Simulations, Puzzles
- 75** Paul—Fighting, Sports, Simulations
- 15** Leslie—RPGs, Simulations, Adventures

**Power Meter**

The Power Meter ratings are derived from pro evaluations using a five-point scale with five being the highest score possible for a category.

	Graphics & Sound	5/5
	Play Control	5/5
	Challenge	4/5
	Value & Fun	4/5

**ESRB Ratings**—These Entertainment Software Ratings Board scores reflect appropriate ages for players. To contact the ESRB regarding the rating system, call 1-800-771-3772.

11+	12+	13+	18+

Gives fans who were released prior to the commencement of the rating system an designated M-3.

# PAK WATCH

THE INSIDE SOURCE ON FUTURE GAMES

This month, Pak Watch covers the games and news from E3 in Atlanta, where Nintendo once again gave the video gaming world a glimpse of the future. From N64 to Game Boy, Nintendo covered all the bases and blew away the competition with quality, quantity and fun.



## CONKER'S QUEST

**C**onker the squirrel and his friend Beeri, the chipmunk, may seem like cuddly forest critters from a Disney movie, but in reality they are hi-tech pioneers exploring new territories of game play. As both developer and publisher for this exclusive N64 game, Rare does a new hat, as well. But our focus is on the revolutionary qualities of Conker's Quest. The most remarkable thing is that the full hours of this game respond to their surroundings like

real people. Instead of behaving like automata, which is what you get with most video game characters, Conker and Beeri express emotions: curiosity, anger, happiness. They'll also point out things that



you should notice, such as lines or ladders. The second most remarkable thing about this game may be the sound. Rare Incorporated surrounded sound so that players can hear the direction of an approaching enemy or a distant waterfall. The background

music ranges from a sing-song Disneyesque melody in the fields where you begin the game to a more haunting theme when you enter the dark, dangerous forest. In both Conker's Quest and Banjo-Kazooie, the



music shifts to reflect the state of current events. For instance, if you are suddenly threatened, you might hear a new bass part begin. You're not in hear it to believe it. Sober is also believing.



Conker's Quest may be the 3D, 64-bit equivalent of Donkey Kong Country's A-10 graphics. As for the game play, Conker and Beeri's quest includes recovering more than 100 presents that have been stolen by a notorious gang of woodland hoodlums. There are four tanks, seven different items, puzzles, staves and the like. Movement and camera controls are based on the Super Mario 64 model. Play control was very smooth in the early E3 demo. Initially, Conker's Quest may seem a bit young, but when Rare stakes its name and reputation on a game, we tend to think

that it will turn out to be an experience that will appeal to gamers of all ages and abilities. Proof of that will come in December when Rare hopes to launch this brave new squirrel.



# BANJO-KAZOOIE

**A**s a *Nintendo* follower reads, you were among the first gamers in the world to see Banjo-Kazooie, awarded in last month's E3 Preview. That fact has since proved like tape and still brings you next to us from Kato in the UK. But now, we've had a chance to meet Banjo and Kazooie in person and we're even began



exploring their wondrous world. The 100,000-plus hours we know about this game is that it behaves a lot like *Super Mario 64*. Play takes place in a third-person, hot-hot hot-phantasy perspective with shiftable camera angles, some cool 3D object-puzzle pieces and some Banjo's whistling, Kazooie. Either item you can collect for you performs different moves. For instance, Kazooie's flight is limited by the number of feathers you've collected. For each feather you get a certain number of jumps, to reach the top of a tall tower from the sill of his ship, you may need to



collect a certain number. The fluffy pair of brothers, Banjo and Kazooie, are a Red Coated Woodpecker and a Yellow Billed Cuckoo. They live in a treehouse in a forest. They are a pair of brothers, Banjo and Kazooie, are a Red Coated Woodpecker and a Yellow Billed Cuckoo. They live in a treehouse in a forest. They are a pair of brothers, Banjo and Kazooie, are a Red Coated Woodpecker and a Yellow Billed Cuckoo. They live in a treehouse in a forest.



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and their pet talking bird, Kazooie, can even throw his eggs as a sort of money attack. The variety of game play explains the *Banjo-Kazooie* die-hard following into other franchises, such as a novelty that can walk straight up walls and pass through solid objects. That feat is the result of a spell from Mumbo Jumbo, a shaman who appears periodically in the game to help the pair. Banjo-Kazooie will have 36 sprawling



3-D worlds, which you'll be able to roam after collecting puzzle pieces. In *Turok: Dinosaur Hunter*, you don't have to follow a linear sequence through the world, and you can return to earlier worlds to look for missed items. These worlds include Mumbo's Mountain, Hammerhead Beach, Bubblegloop Swamp, Fungus Forest and Mean Vile Eyes. Along with *Conqueror's Quest*, the *Banjo-Kazooie* has the best graphics ever seen in a 3-D video game and enough action and exploration to wear out a Tiger. It should be the most-played game of the fall when it is released this November.

# PAK WATCH E3 REPORT



## LIVE IN ATLANTA!

**W**ith world-class games on display for the N64 from Nintendo, Rare, Acclaim, Midway, Konami, and many other publishers, the Electronic Entertainment Expo in



Thanks Jumbo welcomed players to the Nintendo booth.

Atlanta turned out to be a huge N64 party. Within the vast 44,800 square-foot space of the Nintendo booth, you could play *Star Fox 64* in Arwing fighters with built-in Rumble Pak seats, pose as James

Blondie with *lux*, pistol, and beautiful sidekicks, be one of the first people in the world to taste the magic of *Banjo-Kazooie* and *Conker's Quest*, pitch to Ken Griffey, Jr. from a virtual mound, check out a Lamborghini *Diablo* or, maybe, for a change of pace, wrestle a few stars from the WCW. Nintendo pulled out all the stops to show their guests from the media, retail sector and the gaming industry some Southern hospitality. This month's Special E3 Pak Watch Report covers all the action and news for Nintendo players from the land of the rising peach.

Blondie with *lux*, pistol, and beautiful sidekicks, be one of the first people in the world to taste the magic of *Banjo-Kazooie* and *Conker's Quest*, pitch to Ken Griffey, Jr. from a virtual

**POWER**  
NN



Michalangelo's Mario is making.

### NINTENDO RULES AGAIN

Quality pays, and Nintendo proved it. In just nine months since the introduction of the N64, more than 2.6 million players have joined the next generation of Nintendo gaming. The installed base of N64s has long surpassed the Saturn and nearly caught up to PlayStation, even though both these game systems were released an entire year ahead of the N64. The result is that Nintendo now holds more than a fifty percent share of the entire video game market. Thanks to players like you who know a good game when it smacks you in the face. And the good times are just starting to roll.

### THE BIG N

Nintendo's lineup contains some of the best games ever seen, such as *Star Fox 64*, *GoldenEye 007*, *Banjo-Kazooie* and *Major League Baseball Featuring Ken Griffey Jr. Players* also tried out the widely chal-



Is Griffey live or just motion captured?

lenging *Ikari Warriors* and new video previews of Mr. Miyamoto's highly anticipated *Yoshi's Island 64*, *Zelda 64* and *F-Zero 64*, which will probably be released in early 1998. Game Boy pocket's new color lineup will have the company of some



Look, Mr. Baseball, your team is called.

great new games, such as *Warrior Land 2*, *Ken Griffey Jr. Presents Major League Baseball*, *Dudley Rigg Land 3*, *Tetris Plus* and *James Bond 007*. You'll also find a ton of Game Boy Player's Choice games hitting the shelves, including *Metroid II*, *Dr.*

Wrestle, and Donkey Kong Land. On the Super NES, more classics will return, such as Super Metroid and F-Zero along with two new arcade classics, Arkonoid and Space Invaders. Although the Nintendo 64 Disk Drive didn't debut at E3 as was rumored, it will appear at Nintendo's big show this fall and should be released first in Japan by spring of 1998.

## ACCLAIM ON A ROLL

With the success of Turric, Dinosaur Hunter, Acclaim hasn't rested on its laurels. In fact, the next two games from



Acclaim might be even better than Turric. Sports fans won't believe their eyes when they see NFL Quarterback Club '98: it is the first North American N64 game to use the hi-res mode, which doubles the resolution to 640 x 480 pixels, and it is breathtakingly good. In our first real test play of QB Club, we were amazed to see how polished it was already and the team at Igaire has another couple of months to tweak this game to perfection.

Banning plays when you can see all the action is a new experience when it comes to video football games. The characters look excellent and move smoothly over a very realistic grid iron. One cool extra touch is the inclusion of name tags that appear beside receivers during pass plays.

Although only one camera position was ready for E3, the final game will include half a dozen, plus a custom camera mode in which you set the precise height and angle of the camera. But when you're really down on the field, what you really want is good play control, and QB Club manages that, as well. The controller set up is easy to learn and use.

Perhaps the best part of all is that NFL Quarterback Club '98 will bring you all this quality for four players. Acclaim plans on releasing this champion in

November. Acclaim also received plenty of acclaim for its futuristic racing game, Extreme-G. This N64 splendor was far more advanced than the previous version we had seen at Pak Watch. The tracks had complete textures and special effects, not to mention scattered items and enemy hover bikes to shoot at with your laser cannons. Control was still a little loose. Development of Extreme-G is taking place in Great Britain at Probe Entertainment and, since it's their first N64 title, it may take a little longer to complete than expected. Instead of being released in October as planned, we believe it will probably appear about a month later.

Acclaim didn't show any other N64 products at the show, but their upcoming lineup is extensive, including Condemned: NHL Breakaway '98 (Furushen), Magic: The Gathering Coin-Op, Turbo 2, Ultra Street and WWF 5: The New Generation. Good looking PC versions of Furushen and WWF were on display, but none of these games will appear for the N64 before 1998. If the quality of Turric, QB Club and Extreme-G is anything to go by, this lineup will be full of gems.

## THE KING OF COIN-OP

Midway is the undisputed king of coin-op, the antithesis of arcades, not to mention the duke of dunks. So it should come as no surprise that Midway's big announcement was a new hoop game called NBA Hardwood Hoops. Unlike the Jam and Maagline series, Hardwood puts five players on each side for a true NBA sim. This game features all the players and teams, full seasons, multi-player mode, trades, custom players and a hot-action, behind-the-basket perspective.

For excitement, nothing beat out the



"Gretzky 2 will be twice as cool."

San Francisco Rush stars of the Midway booth, unless you're a hockey fan and you get a chance to say hi to the Great One himself, in town to help promote the new.



and N64 hockey game bearing his name: The NHLPA & NHL Present Wayne Gretzky's 3-D Hockey '98.

For Mortal Kombat Mythologies: Sub-Zero, was the big event, although meeting five characters from the MK series was a close second.

We also took a look at Quake, based on the smash PC hit from id. This 3-D shooter features plenty of dragons and danger, but the graphics were early and unrepresentative at this stage.

## NUKE THE DUKE

Duke Nukem 64, coming this December, boasts several new areas not seen in the PC original, some new bosses and enemies, eight wicked weapons and a slight dressing up due to Nintendo's rules concerning nudity. Of course, Duke Nukem is more about hamburger than cheese-cake anyhow, and this game will probably score a Mature rating. It will also score with multiplayer gamers who take advantage of the four-player mode in which you can play competitively or cooperatively. Duke will make use of the Rumble Pak, as well.



The Duke of Hazardous.

# PAK WATCH E3 REPORT



## KEMCO SURPRISES

Top Gear Rally got plenty of attention at E3, which is understandable since it is probably the prettiest racing game (so far).



Snowing by moonlight? It's on the way.

But Kemco had other surprises in store, as well. The video demo of Twisted Edge snowboarding playing on a giant screen TV was the award for most incredible graphics at the show. Boss Game Studios should be honored, though said. A final Kemco surprise came in the form of an unexpected demo tape of Koile



Edge Edge lets you bomb in outer space.

Edge, a game in the works at Kemco in Japan using an artist in the U.K. This sci-fi game puts you in command of a planetary assault fighter that gets dropped by a space carrier. Stages are scrolling corridors as in Star Fox 64, but the look is both alien and realistic.

## THE NEW THQ

THQ has dropped the dot from its name and taken a vow of quality for their upcoming N64 games. WCW vs. NWO: World Tour is coming along like gangbusters and even the real wrestlers are getting into the act. Several of the stars showed up at the Nintendo booth to challenge each other in a virtual, N64 match. The great thing about this game is that it's fun whether you like wrestling or not. We also learned that

virtually all of the moves, as improbable as they seem, are actual moves used by the pros. This game will drop in October or November. THQ's second game, also coming from a Japanese developer, was much further along than we expected. Quast 64 (still a working title) now includes enemies, spells, weapon attacks and side-upon stretches of territory. Finally, THQ announced that it will create a Game Boy game based on The Last World.

## TITUS MAXIMUS

Being small isn't necessarily a bad thing. Thus, a French publisher and developer of games, is proving that on the N64, Lamborghini 64 should be finished by this fall and made a surprise appearance at the show. (Titus was expected to show only video.) The one drivable track in Lamborghini was competitive compared to other N64 racing games and pretty realistic. Even more of a surprise was an early demo pak of Virtual Chess II. This chess game for the N64 will feature multiple figure sets and an animated battle chess mode. The chess engine being used by Titus has been in development over the past seven or eight years and has competed against IBM's Deep Blue on various formats. In fact, it once beat Deep Blue. As a 64 Megabit game, Virtual Chess II should also be priced right when it is released in the new year. A very early demo of Superman is the N64 we've shown by Titus also. The game, due out by the middle of '98, could be the first to accu-



rately reflect the man of steel. You'll fly over Metropolis in a vast 3-D world, then zoom down to save citizens and foil evil plots. Your weapons will be anything at hand, say a bat or iron, while evil doors attack you with Kryptonite. Finally, we saw an early screen of Quast



Then the big movie had wheels like this.

for Chrysler on Game Boy. The overhead adventure looks Zelda-ish, but it's still a long ways off and won't appear until the summer of '98.

## KONAMI JAMS

NRA in The Zone '98 appeared only in PC form, but Glen Rice of the Hornets appeared in person to endorse the upcoming cage cart from Konami. (After touring the Konami booth, Glen headed over to Nintendo for some dog-fighting on Star Fox 64.) Surprisingly, Konami hopes to have this five-on-five hooper in the bag by the end of the year. No definite date has been set for The Legend of the Mystical Ninja, known as Gouemon 3 in Japan, but Konami insiders say it will probably be early '98 with only a slight possibility of the title sneaking in under the '97 wire. Our first play test of the game made us want more. Besides the pretty graphics, Mystical Ninja gave us lots of freedom to move around, collect items and use different moves. Konami officially announced that it will release Nagano Winter Olympics '98 next January or February. A very early demo of the game was in the Konami booth. The game will include Olympic sports such as luge, bobsled, speed skating, freestyle skiing, snowboarding, and ski jumping. The sites for the events are modeled in 3-D from the actual sites in Nagano, Japan. We have no new news on Demolish 3-D. The same tape first seen at the Tokyo Game Show was on display. Konami hopes to release the game in the first quarter of 1998.



Now, for the big news. The folks at Koernig were stunned to receive a demo tape from Japan on the morning that ES opened. On the tape was demo footage of an N64 game currently being called Hybrid Heaven. In fact, the game looks like it is based on Metal Gear, a brilliant NES game that combined combat and adventure. The video was one of the best looking demos we've seen, featuring excellent animation, richly textured 3-D stages and a wide variety of action. Some of the scenes almost looked pre-rendered. We expect to see the finished Hybrid Heaven by the middle of 1996.

## MORE NEWS FROM THE FLOOR

ES always battles with news of new games, publishing deals, games under development and lots of rumors. Although at Pak Watch we don't like to add grit to the rumor mill, some whippers are worth mentioning. For instance, although Capcom still hasn't announced any titles for the N64, it seems as if the long-time video game publisher and developer is working on several products. The rumors of N64 Capcom games range from Resident Evil to Mega Man and Street Fighter 3. None of the rumors have been substantiated by Capcom, however, so we just have to be patient for awhile.

No longer a mouse, Interplay's forthcoming Jim 3 is well underway in



Scotland, a company named Via is making Jim come to life in 3-D.

One company that is heavily into development is Hudson Soft. In addition to Bomberman 64, which was shown in a playable version at

ES, Hudson also showed off Dual Heroz and a surprise game, Legion X, which places you in control of a battle robot in a maze where you hunt down other robots. As a multi-player game, this one could be very cool, but the project is still early.

Ocean's America's Mission: Impossible has run into difficult times. Many of the original development team members are no longer with the project and a new group from Intergrames (Ocean's French partner) has come in to finish off the game. Ocean is still hoping to complete their

realistic driving experience. Speaking of steering wheels, we dropped by the

fella at Interact and checked out their new line of licensed N64 controllers. The Stark and Maxis packs sport clear cases and sturdy metal control sticks, and the Stark also has an auto-fire button. Although slightly larger than the standard N64 Controller, both interact controllers felt good and handled like winners in our test flight on Star Fox 64.

After months of hinting at several future games for the N64, Mc O'River revealed that two games are in development in addition to Aero Fighters Assault. One is a racing game and the other a realistic flight simulation. Paradigm Entertainment is working on both of the new titles. As far as companies that want in on the N64 playset, reportedly Sega has several projects in mind. Conceptual Koolhaies' JangleToys may soon have a publisher. Maxis is planning on several Sim

The colorful world of the 3-D's Tonic Trouble.



mission by fall. We also saw the PC version of Space Circus at Ocean. The developers have taken a fresh approach to the graphics, mixing 3-D worlds and characters with a colorful, cartoonish style. A similar fresh approach was evident in Ubi Soft's Tonic Trouble. This game also was shown in a PC demo. When we showed up for a peek, we had to wait behind a couple of guys from Japan, namely Mr. Miyamoto and Mr. Insomniac of Nintendo Co., Ltd. F-1 Pole Position, Ubi's F-1 racer, was hooked up to six-down units with steering wheels for a more

games to go along with the N64 Disk Drive version of SimCity and Ocean's U.K. developer, DID, is working on several War sims under the fancy name, Electronic Battlefield of Tomorrow. Midscape, once a Dream Team publisher, dropped plans to produce Monster Dark some time ago but now has decided to proceed with an N64 version of Paperboy.



The world gets turned upside down in Tonic Trouble.





## THE GAME MASTERS

Nintendo Power was privileged to spend several hours chatting with three of the most creative and influential game development pros in the business during E3: Shigeru Miyamoto (the producer of *Star Fox 64* and the father of the Mario and Zelda series of games), Takashi Itoh (comic artist and designer of the *EarthBound* series of games), and Takao Imamura (the lead artist on *Star Fox 64*) discussed their theories of game development and experiences working on Nintendo games.

**NP:** After today's *Star Fox 64* competition, who would you say is the best *Star Fox* player in the world: Right now (laughs).

**Imamura:** I am the best *Star Fox* player in the world. Right now (laughs).

**NP:** What's the best multiplayer strategy?

**Imamura:** First, get the items like the bombs or laser upgrade. Then stay away from the other players and let them damage each other. Finally, swoop in and blast them out of the sky. Mr. Miyamoto just fires around the edges and gets hit (laughs).

**NP:** Is there anything special we should know about the *Star Fox* characters?

**Imamura:** We named Falco after Carlo Lombardi, a special effects man in Hollywood.

**Miyamoto:** And Peppy Degrax speaks in the Kansai dialect of Japan. In Kansai, people end their sentences with the word "degaru." So, it's sort of a Japanese joke.

**NP:** Did you like the English version?

**Imamura:** It rated well with the Mario Club, but I didn't like the voice of Bill the Dog.

**Miyamoto:** We liked the version with English voices and Japanese text best (laughs).

**NP:** Do you plan on using the Rumble Pak with many other games?

**Miyamoto:** Future games and older games, too. In Japan, we're reprogramming *Wave Race 64* and *Super Mario 64* to use the Rumble Pak. In *Wave Race*, you'll feel every wave slap against the jet ski. As for Mario, you should feel the vibrations in many places. I think most of my games like *Zelda 64* and Yoshi's *Island 64* will make use of it.

**Itoh:** We'll probably use it in *Mother 3* (*EarthBound 64*) in the battle scenes. But we've wondered if it might make the controller too heavy since RPGs take so long to play.



**NP:** Why is the N64 such a huge success in North America and less of a success in Japan?

**Itoh:** There aren't enough RPGs—I think they're waiting for games like *Mother 3* and *Pocket Monsters 64*. It's also a matter of recognizable characters. Japanese players like to see the same heroes used and reused over and over in games and comics. Since we make our own characters, like the animals in *Star Fox*, sometimes they're not as popular.

**NP:** What makes the games from the EAD group at Nintendo so special?

**Imamura:** Mr. Miyamoto's supervision. He doesn't involve himself with everything, but he knows what something should be done a certain way and he points that out.

**Miyamoto:** We have 20 to 30 people devoted to every title and they each give 100% to that game. I think it's their total concentration on the project that makes a difference, especially in the final months of development. That sort of attention to small details is pretty rare. We also have a great programming group called S&D within EAD. This is a separate company of about 200 people who work exclusively for Nintendo. They know the hardware inside and out.

**NP:** How do you balance your duties inside EAD with the Dream Team projects at outside developers like Angel Studios or Paradise?

**Miyamoto:** It's getting to be tough. I work with about 400 people around the world on





Zelda 64). In essence, there are officers who can take some of the load off my shoulders. Mr. Sawano now oversees Mario Paint 64 and all the N64 Disk Drive software except for Mr. Itoh's Mother 3.

**NP:** When the N64 Disk Drive is introduced in 1998, what will be the first games for it?

**Miyamoto:** StarCity, Mario Paint, Pocket Monsters and Mother 3.

**NP:** Who is responsible for developing Pocket Monsters?

**Miyamoto:** A small group at EAD came up with the idea, and it's been a huge success. There's even a Pocket Monster card game now, which is almost as big as Magic: The Gathering. Actually, the first Pocket Monster game for the N64 won't be an RPG. Instead, it will be more of an encyclopedia of monsters. The second Pocket Monster 64 title will be a new RPG.

**NP:** How do you feel about including special codes in games for players to find?

**Miyamoto:** Originally, codes were found in action games, like the old Konami code. Most people got the codes from other players, so it's not really part of the game. I prefer for players to find things in the games for themselves. I think in the future, on the N64 Disk Drive, we will be able to customize codes and secrets for different disks. It will be easy to have a thousand different codes, so all players have something special in their own games.

**Inamura:** I like the idea of special codes that give players a little gift—something special. But only if it doesn't take a long time to program (laughs).

**NP:** How will Mother 3 make use of the N64 Disk Drive?

**Itoh:** The game will make use of the writable disk in many ways. For instance, everything you do in the game can influence the outcome since the game can keep a record of virtually every step you take. Some of the fun things we'd like to do include letting players customize the faces of characters. You'll be able to choose from many different faces, or maybe you could use Mario Paint 64 to create your own face and put it on a Mother 3 character.

**NP:** What can you tell us about Super Mario RPG 64 and Super Mario 64 II?

**Miyamoto:** Super Mario RPG 64 has a team of about 20 people working on it now and it should be done by the end of next year. We've just getting started on the second Super Mario 64 game.

more than a dozen projects at a time. That doesn't give me as much time to devote to the projects I want to spend time on, like

# RELEASE FORECAST



## AERO FIGHTERS ASSAULT

HAJJ-KAZOOH

HOBY HARVEST

HOMHEIMAN 64

GLAY FIGHTER 63 1/2

GONNER'S QUEST

ORACULA 3-D

DUAL HEROES

DUNE WARRIOR 64

EARTHWOOD 64

EARTHWOOD JIN 3

EXTREME G

F-1 POLE POSITION

F-ZERO 64

FOREBAREN

HYGHD HEAVEN

KNIFE EDGE

LEONIX X

MACE 64

MISCHIEF MAKERS

MIDNIGHT IMPOSSIBLE

MIA FEATURING NEH CHIFFEY JR.

MIH MYTHOLOGIES, SUN-ZERO

NACHO WINTER OLYMPICS '98

NOR IN THE ZONE '98

NIN NIN WARRIORS HEROES

NFL QUARTERBACK CLUB '98

NHL BREAKAWAY '98

ODAME

QUEST 64

SAN FRANCISCO INISH

SPACE STATION, SILICON VALLEY

SPACE CIRCUS

THE LEGEND OF THE MYSTICAL MIJJA

TONIC TROUBLE

TOP GEAR RALLY

TURBO 2

TWISTED EDGE SHOWGOARONG

UNREAL

WCW VS HWG, WOLFO TOUR

WCW NITRO

WWF 6

YOSHI'S ISLAND 64

ZELDA 64

FALL '97

FALL '97

WINTER '98

FALL '97

SUMMER '97

WINTER '98

WINTER '98

WINTER '98

FALL '97

SPRING '98

SPRING '98

FALL '97

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SUMMER '98

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Volume 100, September 1997

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